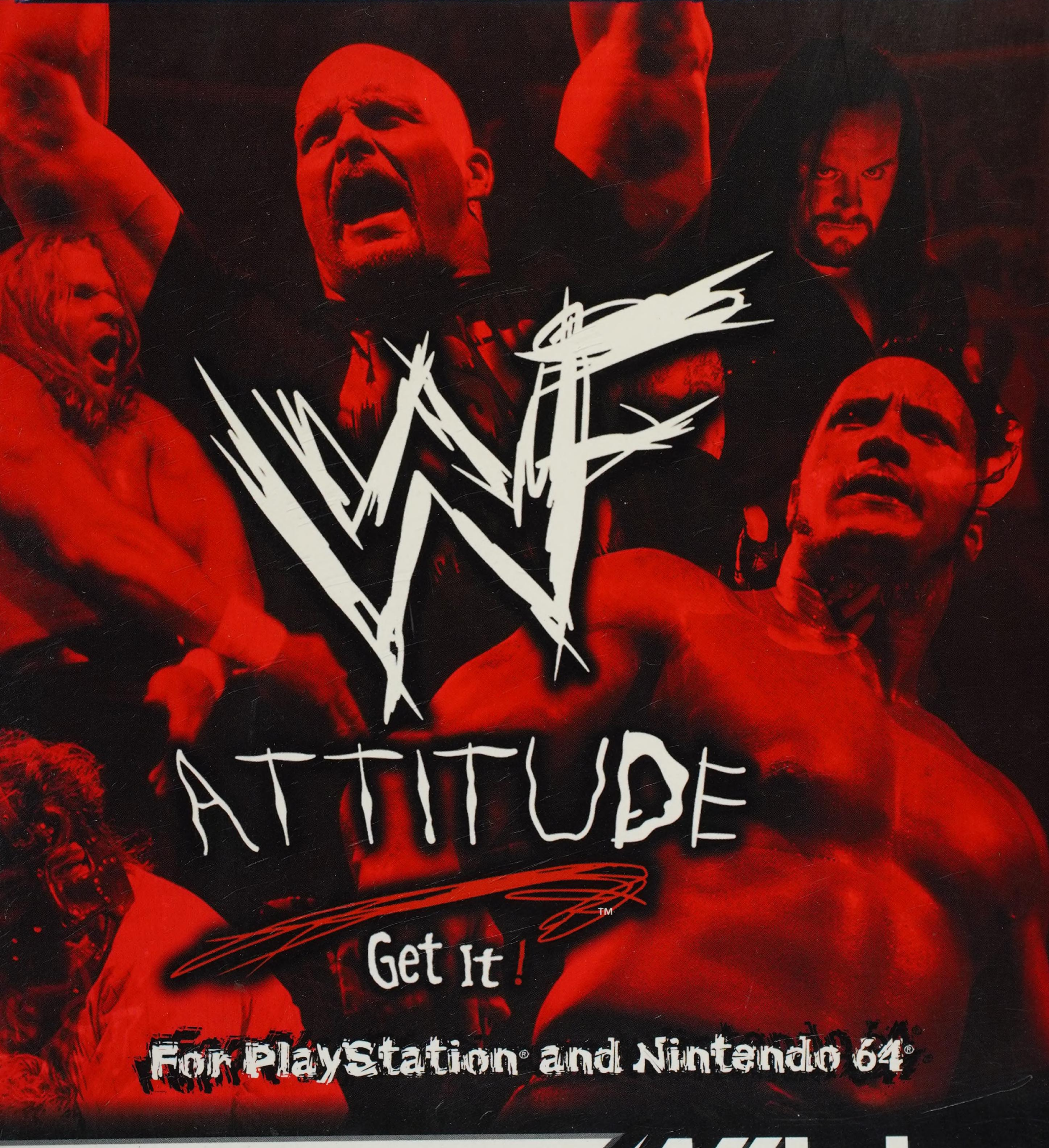
OFFICIAL ACCLAIM® STRATEGY GUIDE



WWF ATTITUDE™

Get It!

For PlayStation® and Nintendo 64®

Acclaim® SPORTS™

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OFFICIAL STRATEGY GUIDE

For PlayStation® and Nintendo 64®.

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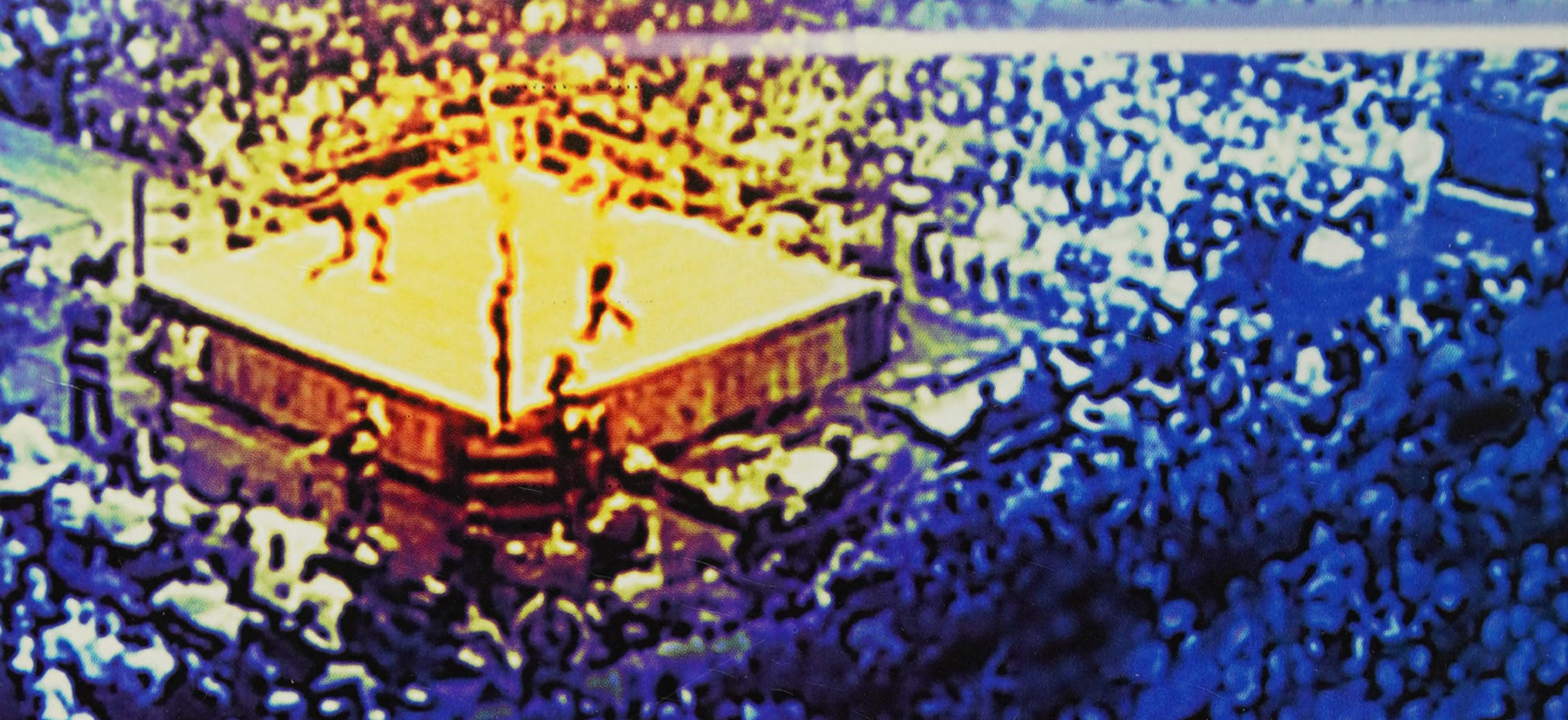


When I was brought on by Acclaim in December 1998 to begin work on the "WWF Attitude" game, I thought what a privilege it was for me, a 22-year-old kid, to take part in such a project.

I had a similar opportunity when the World Wrestling Federation hired me in February 1996. Since the age of 7, I had been a huge fan of the sport-and I vividly remember watching my first televised Federation event from Madison Square Garden. For me, becoming a part of the company I had grown up with was truly a dream come true, one that I continue to live each day at Titan Tower in Stamford, Connecticut.

In my first few days in the Federation, Vince Russo (my Editor in Chief and truly one of the most inspirational people I've ever had the pleasure of working with) told me "Once this business gets in your blood, you'll love it forever." Nothing was closer to the truth.

In the three-plus years I've been a part of the company, the superstars and employees I've worked with have become my second family. All the entertainers are the most hard-working and dedicated people in the sport-often spending over 300 days of the year on the road, away from their loved ones. They do it because they love this business. Perhaps no one more so than Vince McMahon.

The first question people usually ask me when they discover I work for the World Wrestling Federation is: "What is Vince McMahon like?" To put it simply, he's the driving force behind sports-entertainment. I'll never forget the St. Valentine's Day Massacre Pay-Per-View in February 1999, when Vince took on Stone Cold Steve Austin, because that was the night I truly appreciated how much he loves his company. Story lines aside, here was the CEO of a Fortune 500 company stepping into a steel cage, perhaps risking permanent injury. Would Bill Gates work alongside his employees on the assembly line? Hell, no. Would George Steinbrenner play left field for the Yankees?

INTRODUCTION

Of course not. That's what distinguishes Vince from everyone else-he's not above going out there and showing everyone how it's done. In the last year I've had the opportunity to work under Vince's son, Shane, as a member of the Federation's New Media department, which in my opinion is the future of sports-entertainment. Nothing means more to me than having fans express how much they enjoyed reading one of my articles on our Internet site (wwf.com) or in the WWF and RAW Magazines. All the hard work and dedication is immediately paid for in full when I learn I made others happy through my writing.

Thanks to everyone at Acclaim I was able to do the same with the "WWF Attitude" game, which really was a labor of love. As a lifelong video game junkie, it's amazing to me that millions of fans will be playing something I helped create. This is the closest thing by far to actually stepping in the ring and competing with the superstars. Where else can you become The Rock and "lay the smack down" on some "roody-poo jabroni" or "open a can of whoop-ass" with Stone Cold Steve Austin? The detail in this game is remarkable. I'd like to personally thank Acclaim's Dan Garcia, Mike Archer and Omar Banmally for allowing me to be a part of this venture.

Is "WWF Attitude" the greatest wrestling game ever created?

Oh, Hell Yeah!

Bill Banks
Associate Producer of New Media,
Staff Writer for Publications
Titan Sports, Inc. / The World
Wrestling Federation

PREPARE YOURSELF FOR

ATTITUDE

CHAPTER 01

SUPERSTAR BIO"S

You want the real deal on WWF Attitude? Before you can stomp a mud-hole in some poor jabroni and walk it dry, you've got to learn a little something about the 40-plus superstars that are in the game! Don't sweat it if you've been livin' in a cave for the last five years! We've included complete bios of every superstar, as well as how to access the ten hidden characters.

Each biography not only includes past accomplishments, but many of the possible moves each athlete can unleash in the game. And, depending on which game system you've got your sweaty little digits on, there's easy-to-read button combo displays for both PlayStation and N64.

Keep this chapter open as you begin the long haul up the ladder. You might fall, but at least you won't get knocked on your @#$ as hard as you would have if you didn't invest some greenbacks in this strategy guide!

SHARED MOVES:

Ready Moves:

Body Slam: left, left punch or right, right, punch

Hip Toss: left, left, kick or right, right, kick

Vertical Suplex: left, left, tie-up or right, right tie-up

Tie-up Moves:

Whip: left, left, kick or right, right, kick

Arm Wrench: punch

Hammerlock: kick

Top Wristlock: tie-up

Move to Behind Tie-up: down, down, kick

Behind Moves:

Atomic Whip: left, left, kick or right, right, kick

Full Nelson: kick

Belly Back Suplex: punch

Put Opponent on Shoulder: tie-up

Ground Moves:

From Head; Pickup: tie-up

From Head; Stomp: kick

From Head; Rear Chinlock: punch

From Side; Stomp: Kick

From Side; Elbow Drop: punch

Turnbuckle Moves:

Chop to Chest: punch

Climb Turnbuckle and Pummel: up, punch

Superplex: tie-up

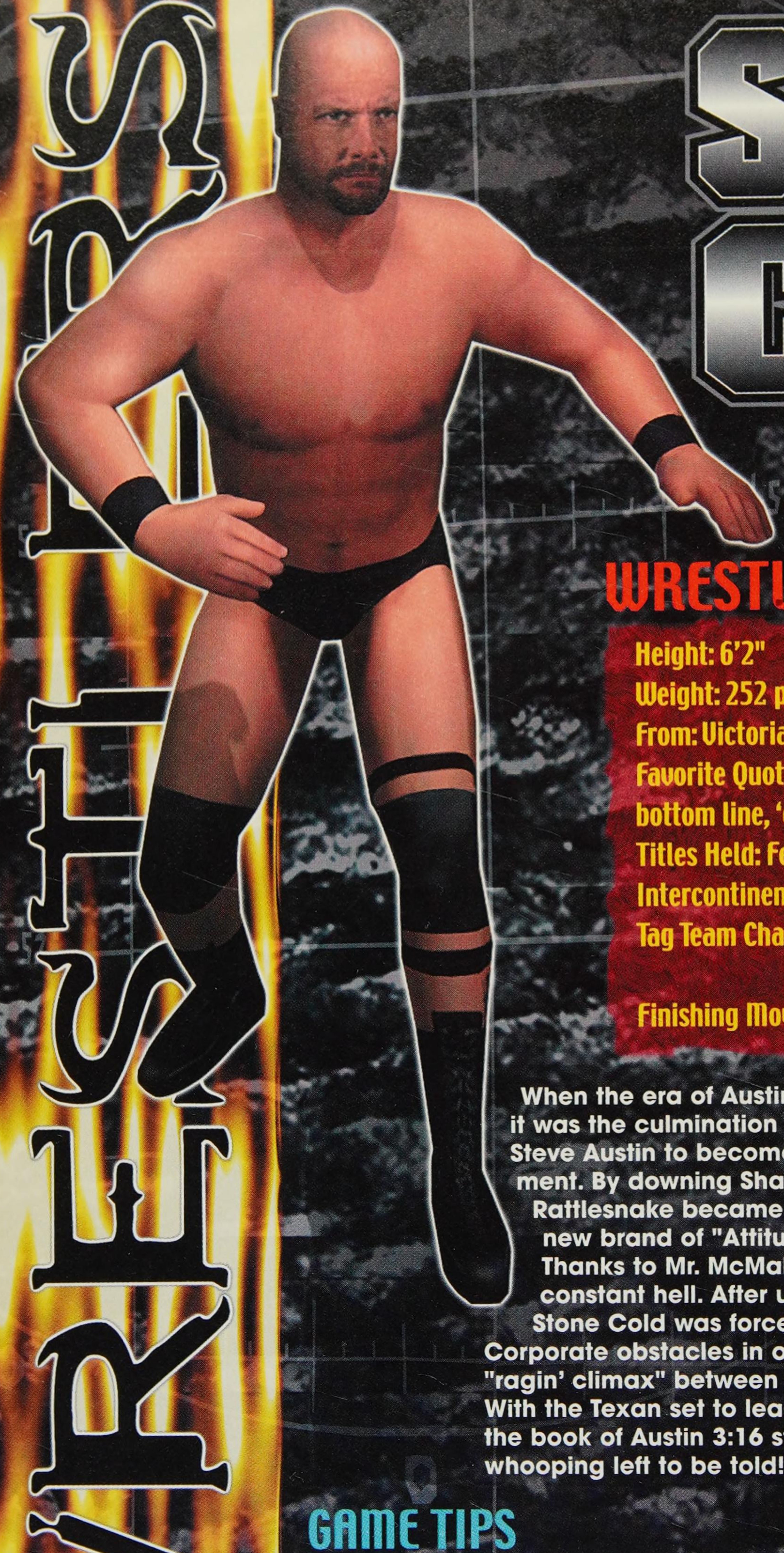
On Turnbuckle; Opponent Standing:

Axehandle Smash: punch

On Turnbuckle; Opponent On Ground:

Elbow Drop: punch

All Finishing Moves on the following pages are highlighted in red text.



STONE COLD

GAME STATISTICS

Strength: 6
Toughness: 10
Speed: 6
Recovery: 9
Charisma: 9

WRESTLER STATS

Height: 6'2"
Weight: 252 pounds
From: Victoria, TX
Favorite Quote: "And that's the bottom line, 'cause Stone Cold said so!"
Titles Held: Federation Championship,
Intercontinental Championship,
Tag Team Championship

Finishing Move: Stone Cold Stunner

When the era of Austin 3:16 came to pass at WrestleMania XIV, it was the culmination of "8 Long F'in' Years" it took Stone Cold Steve Austin to become the top superstar in sports-entertainment. By downing Shawn Michaels for the gold, the Texas Rattlesnake became an instant phenomenon—ushering in a new brand of "Attitude" in the World Wrestling Federation. Thanks to Mr. McMahon, Austin's reign as champion was a constant hell. After ultimately losing the gold in late 1998, Stone Cold was forced to go through several unenviable Team Corporate obstacles in order to reclaim the title—leading to a "ragin' climax" between Austin and The Rock at WrestleMania XV! With the Texan set to lead the Federation into the next millennium, the book of Austin 3:16 still has several more chapters of ass-whooping left to be told!

GAME TIPS

The Rattlesnake is at his most dangerous when he's hurt or backed into a corner—so don't ever give in to an opponent! Stone Cold has great striking ability coupled with a tremendous methodical attack. He especially enjoys taking the battle to the outside of the ring where he can inflict a great deal of damage on his foes. Austin's greatest strength is that he can hit his enemy at any moment with the Stone Cold Stunner. Once an opponent is dazed, unleash his finisher and quickly cover them for the pin!

PSX and N64 Moves

Ready Moves:

Stone Cold Stunner (9): up, down, up, tieup, **or** down, up, down, tieup

Samoan Drop (6): left, down, tieup **or** right, down, tieup

Snapmare (5): left, down, punch **or** right, down, punch

DDT (5): up, down, punch **or** down, up, punch

Drop Toehold (4): left, down, kick **or** right, down, kick

Sidewalk Slam (7): left, up, kick **or** right, up, kick

Shoulderbreaker (6): left, right, tieup **or** right, left, tieup

Tieup Moves:

Samoan Drop (6): left, tieup **or** right, tieup

Inverted Atomic Drop (5): left, punch **or** right, punch

Neckbreaker (4): left, kick **or** right, kick

Piledriver (8): left, right, punch **or** right, left, punch

Behind Moves:

Reverse DDT (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Side; Mount Punches (7): left, down, tieup **or** right, down, tieup

From Feet; Texas Cloverleaf (8): left, down, kick **or** right, down, kick

From Head; Stepover Facelock (7): left, up, punch **or** right, up, punch

Running Opponent:

Power Slam (9): tieup

Running Player:

Vertical Body Press (9): tieup
Trademark

Turnbuckle Moves:

Opponent Onground; Driving Elbow (6): punch + tieup

Punch:

Haymaker (4): punch

Kick:

Mafia Kick (4): kick

Pose:

Austin Headwag (0): kick + tieup

the Rock™

GAME STATISTICS

Strength: 7
Toughness: 7
Speed: 7
Recovery: 6
Charisma: 10

WRESTLER STATS

Height: 6'5"
Weight: 275 pounds
From: Miami, FL
Favorite Quote: "The Rock is gonna lay the smack down on your candy ass!"

Titles Held: Federation Championship, Intercontinental Title
Finishing Move: The Rock Bottom

As the crown jewel of Mr. McMahon's Team Corporate, The Rock is one of the most electrifying superstars ever to compete in the Worl Wrestling Federation. Not only is this third-generation athlete brash and cocky, but he backs up his mouth with tremendous ability. After debuting in the Federation in 1996, the youngster came under the spit of fan for attaining "too much, too soon." Still, he persevered and claimed two Intercontinental Title reigns. Just when it seemed the masses had finally accepted The Rock, he showed his true intentions by aligning himself with Mr. McMahon's Team Corporate. With The Rock's potential and Vince's vision, the superstar became the Federation Corporate Champion! Now, those who oppose The Rock risk getting checked into the Smack Down Hotel on the corner of Know Your Role Boulevard and Jabronie Drive!

GAME TIPS

Only in his mid-twenties, The Rock possesses all the tools of a consummate superstar. With his youth, size and strength, the "Great One" will no doubt be a cornerstone of the Federation for many years to come. What makes The Rock so successful is his ability to adapt to any fighting style—be it in brawling, hardcore or technical battles. The key to helping The Rock dismantle his foes is by properly setting them up for their downfall. The DDT, Corporate Elbow and Rock Bottom are important parts of his winning equation. Once a foe has been properly damaged, use these moves in succession to guarantee a win!

PSX and N64 Moves

Ready Moves:

Rock Bottom (9): left, right, down, tieup **or** right, left, down, tieup

Laying The Smack Down (8): left, right, down, punch **or** right, left, down, punch

Fireman's Carry (4): left, right, kick **or** right, left, kick

DDT (6): left, up, tieup **or** right, up, tieup

Samoan Drop (6): left, down, tieup **or** right, down, tieup

Neckbreaker (5): left, right, punch **or** right, left, punch

Shortarm Clothesline (5): up, down, punch **or** down, up, punch

Sidewalk Slam (7): up, down, kick **or** down, up, kick

Snapmare (5): left, down, punch **or** right, down, punch

Tieup Moves:

Rock Bottom (8): left, right, punch **or** right, left, punch

Samoan Drop (6): left, tieup **or** right, tieup

DDT (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

German Suplex (6): left, tieup **or** right, tieup

Russian Leg Sweep (5): left, punch **or** right, punch
Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Side; Mount Punches (7): left, down, kick **or** right, down, kick

From Feet; Fist To Groin (8): left, left, down, kick **or** right, right, down, kick

From Head; People's Elbow (7): up, down, punch **or** down, up, punch **Trademark**

Running Opponent:

Power Slam (9): tieup

Corner In Moves:

Choke With Boot (4): down, kick **or** up, kick

Punch:

Haymaker (4): punch

Pose:

Rock Common (0): kick + tieup

UNDERTAKER

GAME STATISTICS

Strength: 9
Toughness: 7
Speed: 5
Recovery: 9
Charisma: 6

WRESTLER STATS

Height: 6'10"
Weight: 328 pounds
From: The Dark Side
Favorite Quote: "Rest In Peace!"
Titles Held: Federation Championship, Tag Team Championship

Finishing Move: Tombstone Piledriver

As the leader of the Ministry of Darkness, the Undertaker is more macabre than ever! Some say we have yet to see the true evil that lurks within the black heart of this superstar. Over the course of his eight-plus- year career in the World Wrestling Federation, the Phenom has become one of the most feared competitors in the ranks. With two Federation Championship reigns already to his credit, the formation of the Ministry signals that the Undertaker is poised to take the world of sports-entertainment into his demonic possession! With the Acolytes, the Brood, Midian and Viscera doing his dark bidding, an apocalyptic battle between the forces of good and evil could be set into motion by the Undertaker.

GAME TIPS

The Undertaker's offense is most effective when he's on his feet. Combining a mix of speed, strength and surprising high-flying ability, the Man from the Dark Side is tough to put down for the count. He has explosive short-range skills and can recover from strikes faster than most opponents! To ensure success, wear down your enemy and then finish him off with the combination of a chokeslam followed by the Tombstone Piledriver!

PSX and N64 Moves

Ready Moves:

Tombstone Piledriver (9): up, down, up tieup **or** down, up, down, tieup

Chokeslam (8): up, down, up punch **or** down, up, down, punch

Throat Toss (7): left, right, kick **or** right, left, kick

Front Backbreaker (6): left, up, tieup **or** right, up, tieup

Shortarm Clothesline (5): left, up, punch **or** right, up, punch

Knee To Face (4): left, up, kick **or** right, up, kick

Tieup Moves:

Side Backbreaker (6): left, tieup **or** right, tieup

Side Slam (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

Reverse Brainbuster (9): up, down, tieup **or** down, up, tieup

Bulldog (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Russian Leg Sweep (4): left, kick **or** right, kick

Ground Moves:

From Side; Elbow Drop Onto Arm (6): up, down, tieup **or** down, up, tieup

From Feet; Leg Lock (8): up, left, up, kick **or** down, left, down, kick

From Head; Blatant Choke (7): left, right, left, punch **or** right, left, right, punch

Running Opponent:

Boot To Face (5): kick

Corner In Moves:

Walk The Ropes Arm Wrench (7): left, right, kick **or** right, left, kick

Big Punch Combo (4): left, left, kick **or** right, right, kick

Chokeslam (8): up, down, punch, **or** down, up, punch **Trademark**

Punch:

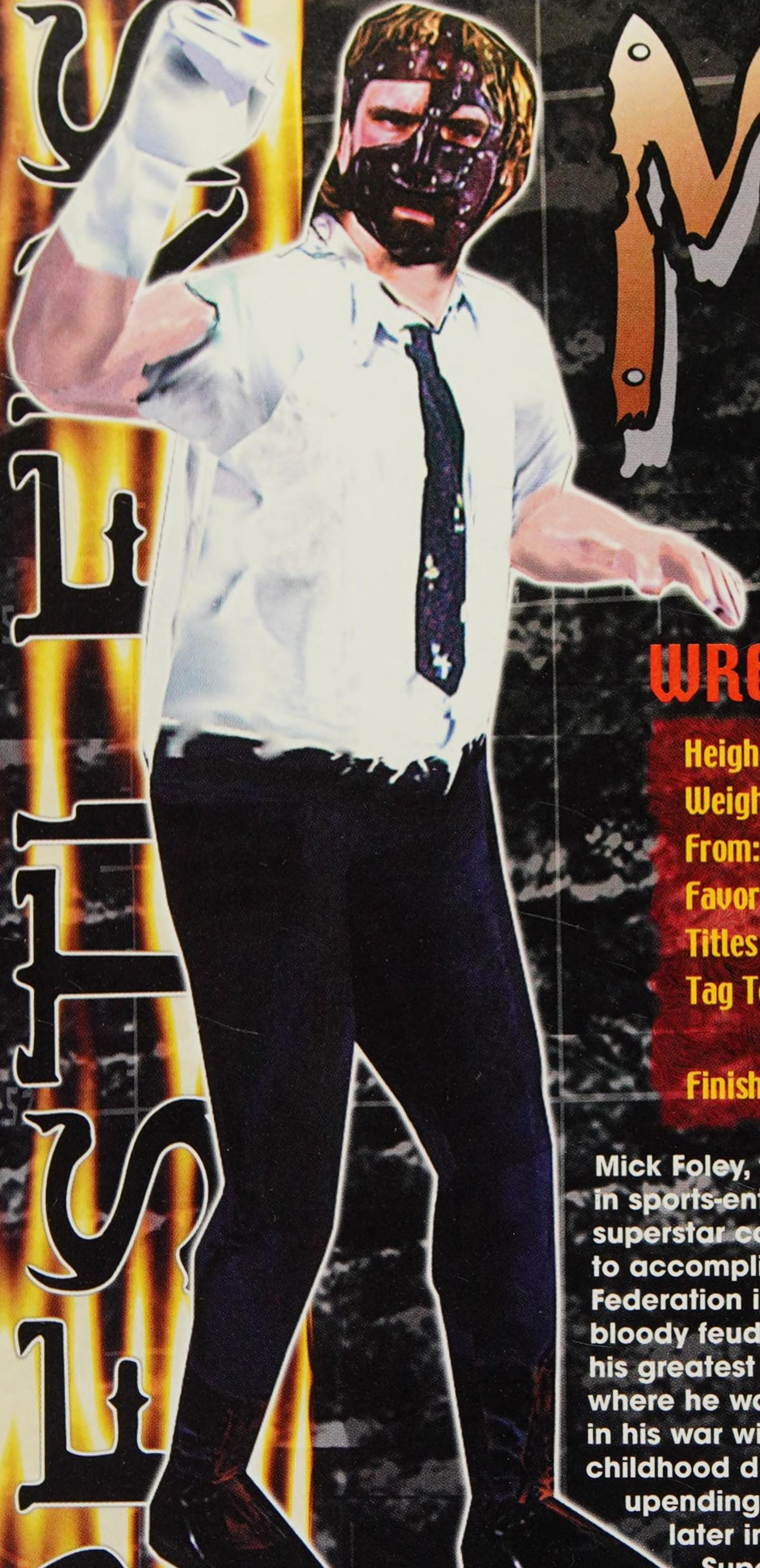
Thrust To Throat (4): punch

Kick:

Boot To Face (4): kick

Pose:

Undertaker (0): kick + tieup



MANKIND

GAME STATISTICS

Strength: 5
Toughness: 10
Speed: 5
Recovery: 9
Charisma: 9

WRESTLER STATS

Height: 6'2"
Weight: 287 pounds
From: The Boiler Room
Favorite Quote: "Have a Nice Day!"
Titles Held: Federation Championship,
Tag Team Championship, Hardcore Championship

Finishing Move: The Mandible Claw

Mick Foley, the alter ego of Mankind, is fast becoming a legend in sports-entertainment. Known as the "King of Hardcore," this superstar constantly puts his career—and his body—on the line to accomplish his goals! Since his debut in the World Wrestling Federation in 1996, Mankind has engaged in aggressive and bloody feuds with the Undertaker, Kane and The Rock. One of his greatest performances came at the 1998 King of the Ring, where he was thrown over the top and through the Hell in a Cell in his war with the Phenom! Later that year, Foley realized his childhood dream of becoming the Federation Champion by upending The Rock on two occasions—once on RAW and later in an empty arena bout during half-time of the 1999 Super Bowl. With two championship reigns to his credit, Mick Foley has finally reached the top of sports-entertainment mountain—and there's no telling just how far he will push himself from there!

GAME TIPS

Don't be afraid to put Mankind's well being on the line to take out an opponent! He can survive any kind of punishment, and give it back to his opponents tenfold. Weapons are Mankind's favorite forte, so use them whenever you have the chance! When using the Boiler Room Dweller, players should concentrate on what he does best—dishing it out hardcore style. If Mankind does have a weakness, it's that he perhaps pushes himself too far to gain the victory. Taking risks early in the bout is

PSX and N64 Moves

Ready Moves:

Mandible Claw (9): left, right, down, tieup, **or** right, left, down, tieup

Double Arm DDT (8): left, right, down, punch **or** right, left, down, punch **Trademark**

DDT (6): left, down, tieup **or** right, down, tieup

Double Underhook Suplex (5): up, down, punch **or** down, up, punch

Leg Drag (4): left, up, kick **or** right, up, kick

Neckbreaker (5): left, down, punch **or** right, down, punch

Knee To Face (4): left, down, punch **or** right, down, punch

Tieup Moves:

Piledriver (8): left, up, punch **or** right, up, punch

Bulldog (6): left, tieup **or** right, tieup

DDT (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

Schoolboy Pin (4): left, kick **or** right, kick

Russian Leg Sweep (5): left, punch **or** right, punch

Reverse DDT (6): left, tieup **or** right, tieup

Ground Moves:

From Side; Knee To Shoulder (5): up, down, punch **or** down, up, punch

From Feet; Leg Lock (7): left, down, kick **or** right, down, kick

From Head; Mandible Claw (9): left, right, down, punch **or** right, left, down, punch

Running Player:

Tackle With Punches (8): tieup

Turnbuckle Moves:

Onground Splash (7): kick + block

Standing Body Press (7): kick + block

Corner In Moves:

Tree Of Woe (6): up, up, punch **or** down, down, punch

Punch:

Grab Head and Punch (4): punch

Kick:

Mafia Kick (4): kick

Pose:

Mankind Socko (0): kick + tieup

GAME STATISTICS

Strength: 7
Toughness: 7
Speed: 6
Recovery: 6
Charisma: 10

WRESTLER STATS

Height: 6'4"
Weight: 246 pounds
From: Greenwich, CT
Favorite Quote: "Suck It!"

Finishing Move: The Pedigree
Championships Held: Intercontinental Title, European Title

As the leader of the most controversial group in sports-entertainment—D-Generation X—Triple H has elevated his career to new heights in the World Wrestling Federation. A former King of the Ring and Intercontinental Champion, this superstar is one of the most talented athletes to ever compete in the sport! As a founding member of DX, Hunter was responsible for the genesis of the group following WrestleMania XIV—ushering in a new era with X-Pac and the New Age Outlaws. In recent months, Hunter and his troops have engaged in a series of brutal matches with Mr. McMahon's Team Corporate—and The Rock in particular. Poised to attain the next–and greatest–plateau of his career, Triple H has made it abundantly clear that his destiny lies in claiming the Federation Championship!

GAME TIPS

Triple H is one of the most well rounded superstars in the ranks, possessing all the necessary tools necessary to make it to the top. Hunter likes to use a ground-based attack to wear down his foes, and then finishes them off with the Pedigree—considered one of the most punishing maneuvers in the game. The Greenwich native is also a master at countering offensive strikes, as he is able to

PSX and N64 Moves

Ready Moves:

Running Knee Hit (5): left, down, punch **or** right, down, punch

Pedigree (9): up, down, down, tieup **or** down, up, up, tieup

Knee To Face (4): left, down, kick **or** right, down, kick **Trademark**

Front Backbreaker (6): left, down, tieup **or** right, down, tieup

Sidewalk Slam (7): up, down, kick **or** down, up, kick

Overhead Belly Suplex (7): left, right, kick **or** right, left, kick

Tieup Moves:

Seated Gutwrench Powerbomb (9): left, right, down, tieup **or** right, left, down, tieup

Northern Lights Suplex (6): left, tieup **or** right, tieup

Inverted Atomic Drop (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

German Suplex (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Low Blow (4): left, kick **or** right, kick

Ground Moves:

From Feet; Fist To Groin (5): left, down, kick **or** right, down, kick

From Head; Reverse Chinlock (5): left, right, punch **or** right, left, punch

From Head; Blatant Choke (5): up, down, punch **or** down, up, punch

Running Opponent:

Tilt-A-Whirl Slam (8): tieup

Running Player:

Tackle With Punches (8): tieup

Turnbuckle Moves:

Opponent Onground; Knee Drop (6): punch + tieup

Opponent Standing; Shoulder Tackle (7): kick + block

Corner In Moves:

Choke With Boot (4): up, up, kick **or** down, down, kick

Punch:

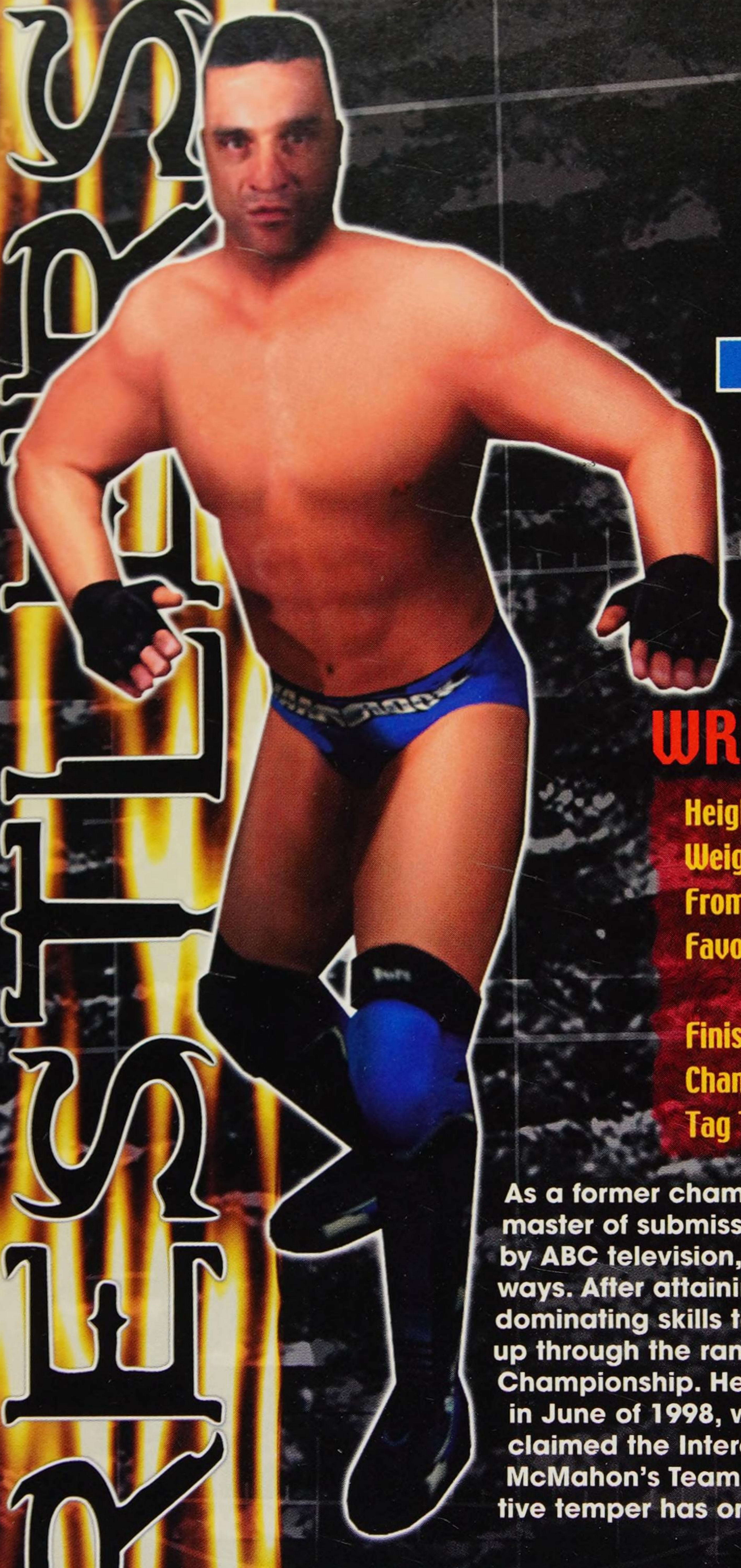
Tornado Punch (4): punch

Kick:

Dropkick (4): kick

Pose:

HHH Overhead (0): kick + tieup



THE WORLD'S KEN SHAMROCK™ MOST DANGEROUS MAN

GAME STATISTICS

Strength: 7
Toughness: 8
Speed: 6
Recovery: 7
Charisma: 5

WRESTLER STATS

Height: 6'1"
Weight: 235 pounds
From: Sacramento, CA
Favorite Quote: "I'm in the Zone!"

Finishing Move: The Ankle-Lock Submission
Championships Held: Intercontinental Title, Tag Team Title

As a former champion in the Ultimate Fighting realm, Ken Shamrock is a master of submission holds. Dubbed the "World's Most Dangerous Man" by ABC television, this superstar can punish opponents in a variety of ways. After attaining the top spot in the UFC, Shamrock introduced his dominating skills to the World Wrestling Federation in 1997, and has risen up through the ranks to become a top contender for the Federation Championship. He solidified his amazing transition to the squared circle in June of 1998, when he became the King of the Ring—and has since claimed the Intercontinental and Tag Team gold as a member of Mr. McMahon's Team Corporate. Thanks to the owner, Shamrock's destructive temper has only gotten more out of control!

GAME TIPS

Once Shamrock gets in his Zone, there is no stopping him! His greatest strength is his intensity, which he uses to buzz saw through opponents like a wolverine. His only weakness is his uncontrollable temper, which has earned him his share of disqualifications in his career. Your best bet when using Shamrock is to go straight after the opponent with a variety of offensive strikes. Use the No Holds Barred fighter to concentrate on the legs of your foe, then lock them down with the Ankle-Lock Submission. Even if the enemy manages to escape the hold, the damage it inflicts will slow them down incredibly!

PSX and N64 Moves

Ready Moves:

High Angle Belly to Belly Suplex (6): left, up, tieup **or** right, up, tieup
Trademark

Hurricanrana (6): left, down, tieup **or** right, down, tieup

Snapmare (5): left, up, punch **or** right, up, punch

Armdrag (4): left, up, kick **or** right, up, kick

Reverse Painkiller (4): left, down, kick **or** right, down, kick

Tieup Moves:

Three Knee Combo (5): left, punch **or** right, punch

Leg Stretch (4): left, kick **or** right, kick

Overhead Belly to Belly Suplex (6): left, tieup **or** right, tieup

Behind Moves:

German Suplex (6): left, tieup **or** right, tieup

Beast Choker (5): left, punch **or** right, punch

Victory Roll (4): left, kick **or** right, kick

Ground Moves:

From Side; Longbow Backbreaker (8): left, right, down, tieup **or** right, left, down, tieup

From Side; Mount Punches (5): left, down, punch **or** right, down, punch

From Feet; Shamrock Ankle Lock (9): left, down, right, kick **or** right, down, left, kick

From Feet; Elbowdrop to Leg (6): up, down, kick, **or** down, up, kick

From Head; Shortarm Scissor (7): up, down, punch **or** down, up, punch

Running Opponent:

High Leg Clothesline (5): Kick

Power Slam (9): tieup

Running Player:

Flying Back elbow (7): kick

Turnbuckle Moves:

Opponent Onground; Splash (6): kick + block

Opponent Standing Hurricanrana (7): tieup + block

Punch:

Inside Forearm (4): Punch

Kick:

Shuffle Side Kick (4): kick

Pose:

Shamrock Pumpup (0): kick + tieup

KANE™

WRESTLER STATS

Height: 6'9"
Weight: 326 pounds
Titles Held: Federation Championship, Tag Team Championship

Finishing Move: Tombstone Piledriver

GAME STATISTICS

Strength: 10
Toughness: 9
Speed: 4
Recovery: 9
Charisma: 3

Kane, the younger brother of the Undertaker, is a frightening superstar who at times is an uncontrollable weapon of destruction. Unveiled by Paul Bearer in October 1997 following 20-plus years of seclusion, the Big Red Machine and the Undertaker nearly annihilated each other in their hellish wars. After months of brutal aggression between the brothers, the Phenom finally revealed that he was the one responsible for disfiguring his sibling in a raging inferno! The highlight of Kane's career came at the 1998 King of the Ring when he defeated Stone Cold Steve Austin for the World Wrestling Federation Championship. Several months later, the monster came under the corporate control of Mr. McMahon, who only succeeded in making the superstar more dangerous!

GAME TIPS

Like his brother, the Undertaker, Kane can recover quickly from the offensive strikes of his foes. He rarely takes to the air—preferring to dismantle opponents on the mat. His strength is his greatest asset, as he is perhaps the most powerful superstar ever to compete in the World Wrestling Federation. Big, strong and powerful, Kane is like a tank with no regard for the well being of his foes. However, without guidance this monster is his own worst enemy. For best success, use the Big Red Machine to demolish foes with a ground-based attack, and then finish them off with a chokeslam or the

PSX and N64 Moves

Ready Moves:

Tombstone Piledriver (9): up, up, down, tieup **or** down, down, up, tieup

Running Knee Hit (4): up, down, kick **or** down, up, kick

Choke (4): left, up, kick **or** right, up, kick

Throat Toss (8): left, right, left, punch **or** right, left, right, punch

Spine Buster (6): up, down, tieup **or** down, up, tieup

Frontface DDT (5): left, right, punch **or** right, left, punch

DDT (5): left, down, punch **or** right, down, punch

Tieup Moves:

Chokeslam (8): left, right, punch **or** right, left, punch **Trademark**

Overhead Belly to Belly Suplex (6): left, tieup **or** right, tieup

Side Slam (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

Schoolboy Pin (4): left, kick **or** right, kick

Sleeper (5): left, punch **or** right, punch

German Suplex (6): left, tieup **or** right, tieup

Reverse Vertical Suplex (8): up, down, up, punch **or** down, up, down, punch

Ground Moves:

From Head; Blatant Choke (5): up, down, punch **or** down, up, punch

From Head; Squeeze Head (7): left, right, punch **or** right, left, punch

Running Opponent:

Boot To Face (6): kick

Tilt-A-Whirl Slam (9): tieup

Running Player:

Flying Back elbow (7): tieup

Turnbuckle Moves:

Standing Shoulder Tackle (7): punch + tieup

Punch:

Thrust To Throat (4): punch

Kick:

Boot To Face (4): kick

Pose:

Kane (0): kick + tieup

OWEN HART™

GAME STATISTICS

Strength: 4
Toughness: 7
Speed: 9
Recovery: 7
Charisma: 6

WRESTLER STATS

Height: 5'11"
Weight: 227 pounds
From: Calgary, Alberta, Canada
Titles Held: Intercontinental Championship, European Championship, Tag Team Championship

Finishing Move: The Sharpshooter

One of the most celebrated combatants in World Wrestling Federation history, Owen Hart is perhaps the most technically skilled superstars in the sport. As the youngest of the Hart family clan, Owen learned his mat mechanics from father Stu in the infamous Hart Family Dungeon in Calgary. After debuting in the Federation in the late 80s under the guise of the Blue Blazer, Owen cast aside the mask and found his place in the spotlight. Since then, Owen has held his own in claiming several championship reigns—most recently teaming with Jeff Jarrett to claim the Tag Team gold. Despite all his success, the high-flyer still relies on the services of his mysterious alter ego, the Blue Blazer, to give him an added threat in his mat wars!

GAME TIPS

Despite his lack of size, Owen is one of the most gifted superstars in the ranks. He is surprisingly tough and overcomes his larger foes with a mix of stamina and speed. Owen's greatest strength is his high-flying ability, a quality he has honed to perfection in his career. After wearing down the enemy, players would be wise to take to the air as much as possible. However, if a ground-based attack is more your style, Hart can be just

PSX and N64 Moves

Ready Moves:

Enziguri (7): up, down, kick **or** down, up, kick **Trademark**

Front Backbreaker (6): left, down, tieup **or** right, down, tieup

Snapmare (5): left, down, punch **or** right, down, punch

Fireman's Carry (4): left, right, kick **or** right, left, kick

Crucifix (4): left, down, kick **or** right, down, kick

Overhead Belly to Belly Suplex (7): left, up, kick **or** right, up, kick

Tieup Moves:

Northern Lights Suplex (6): left, tieup **or** right, tieup

Side Belly to Belly Suplex (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Inverted Piledriver (8): up, down, punch **or** down, up, punch

Behind Moves:

Rolling Prawn Hold (4): left, kick **or** right, kick

Beast Choker (5): left, punch **or** right, punch

Rolling German Suplex (6): left, tieup **or** right, tieup

Ground Moves:

From Side; Mount Punches (7): left, down, tieup **or** right, down, tieup

From Feet; Sharpshooter (9): left, up, left, kick **or** right, up, right, kick

From Feet; Headbutt To Groin (6): left, down, kick **or** right, down, kick

From Head; Stranglehold Gamma (9): up, down, up, punch **or** down, up, down, punch

From Head; La Magistral (5): left, down, punch **or** right, down, punch

Running Player:

Spinning Heel Kick (8): kick

Turnbuckle Moves:

Standing Missile Dropkick (7): tieup + block

Corner In Moves:

Belly to Belly Suplex (5): up, up, punch **or** down, down, punch

Punch:

Side Windup (4): punch

Kick:

Dropkick (4): kick

Pose:

Mero Armsup (0): kick + tieup

VAL VENIS

GAME STATISTICS

Strength: 6
Toughness: 6
Speed: 6
Recovery: 6
Charisma: 9

WRESTLER STATS

Height: 6'4"
Weight: 245 pounds
From: Las Vegas, NV
Favorite Quote: "Hello, Ladies!"

Finishing Move: The Money Shot
Career Highlights: Intercontinental Championship

The adult film star Val Venis is one of the most talked about World Wrestling Federation Superstars today! Virtually ignored in all the talk about his controversial persona is the fact that after all the boasting and gyrating, he is a gifted athlete. Venis certainly works hard to please the ladies, as apparent by his exploits with Terri Runnels and Ryan Shamrock—the sister of Ken Shamrock! In the latter conquest, the superstar enraged the World's Most Dangerous Man, leading to an all-out war between the two in which Val captured the Intercontinental Championship from his foe. When he's not competing in the squared circle, Val enjoys adding to his collection of adult films, which sometimes feature the wives or girlfriends of his foes! Using the same virility in the ring, there's no telling how far Venis can go.

GAME TIPS

Despite his size, Val is a talented high-flyer. His top-rope splash—dubbed the "Money Shot"—can take out any foe! His stamina is also one of his greatest assets, as just when it appears he is wearing down a surge of energy brings him back to full strength. Despite his tactics and innuendo, Venis is a skilled tactical fighter. He wisely works on the back of an opponent prior to the Money Shot...a strategy

PSX and N64 Moves

Ready Moves:

Fall Forward Powerbomb (8): left, right, left, punch **or** right, left, right, punch

Sidewalk Slam (7): up, down, kick **or** down, up, kick

Spine Buster (5): left, up, punch **or** right, up, punch

Fireman's Carry (4): left, down, kick **or** right, down, kick

Headlock Takedown (4): left, right, kick, **or** right, left, kick

Fisherman's Suplex (6): left, down, tieup **or** right, down, tieup

Tieup Moves:

Fisherman Suplex (5): left, punch **or** right, punch **Trademark**

Hanging Brainbuster (9): left, down, right, tieup **or** right, down, left, tieup

Powerbomb (7): left, down, kick **or** right, down, kick

Samoan Drop (6): left, tieup **or** right, tieup

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

Rolling Prawn Hold (4): left, kick **or** right, kick

Russian Leg Sweep (5): left, punch **or** right, punch

Ground Moves:

From Side; Porn Pretzel (7): up, down, tieup **or** down, up, tieup

From Side; Swivel Mount Punches (8): left, right, left tieup **or** right, left, right, tieup

From Feet; Fist To Groin (5): up, down, kick **or** down, up, kick

From Head; Kick To Spine (6): up, down, punch, **or** down, up, punch

Reverse Vertical Suplex (6): left, tieup **or** right, tieup

Running Opponent:

Spinebuster (5): tieup

Turnbuckle Moves:

Opponent Onground; Money Shot (9): kick + punch

Punch:

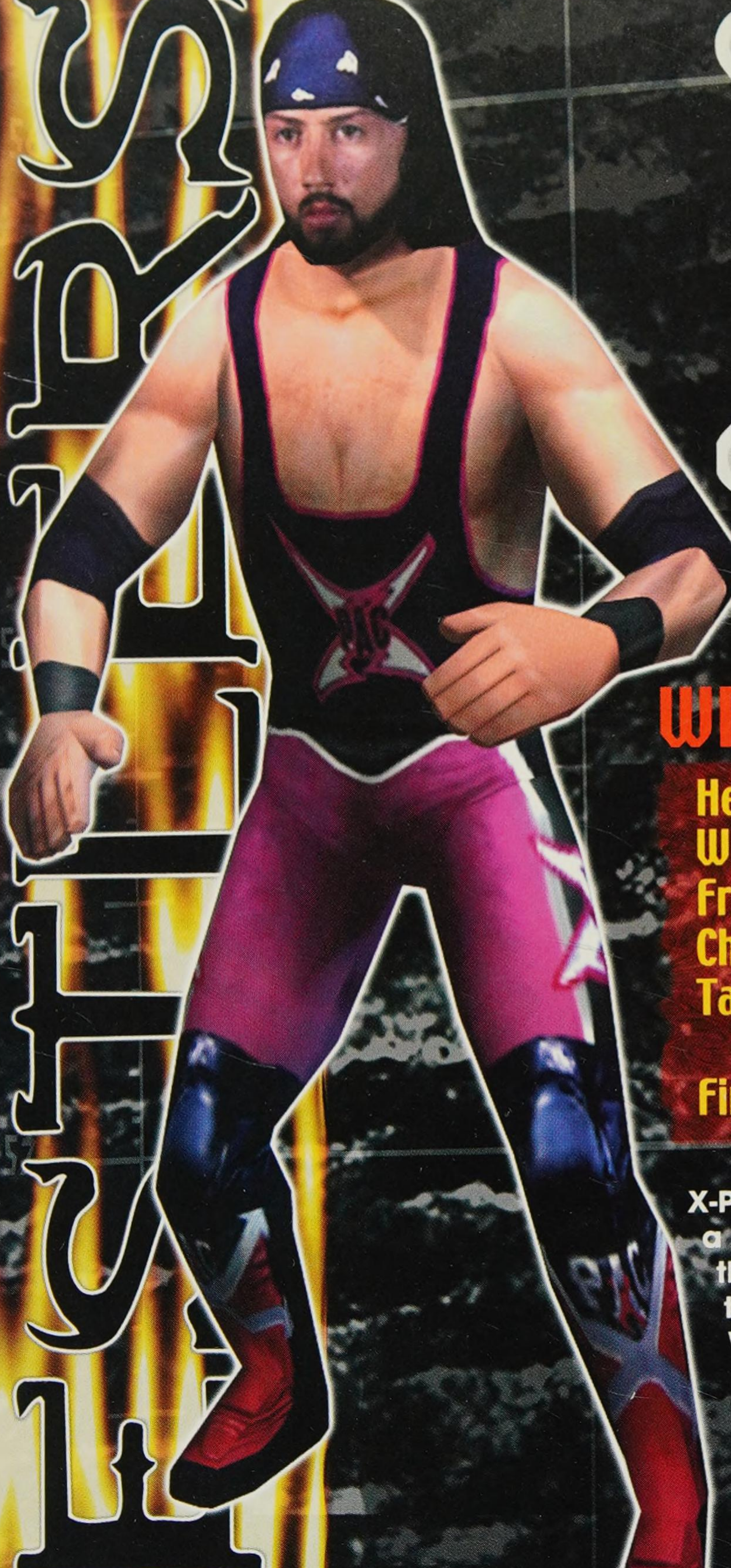
Tornado Punch (4): punch

Kick:

Dropkick (4): kick

Pose:

Venis Hips (0): kick + tieup



X-Pac™

GAME STATISTICS

Strength: 5
Toughness: 8
Speed: 8
Recovery: 6
Charisma: 8

WRESTLER STATS

Height: 6'
Weight: 202 pounds
From: Minneapolis, MN
Championships Held: European Championship, Tag Team Championship

Finishing Maneuver: Face Buster

X-Pac is loud, obnoxious and not afraid to rip into someone at a moment's notice. To back up his brashness, he is also one of the top aerial athletes in sports-entertainment. Together with the rest of DX, the superstar has revolutionized the World Wrestling Federation, becoming one of its most popular stars in the process. During his first run in the Federation in the early '90s, Pac—then known as the 1-2-3 Kid—disregarded his own well-being in his aerial attack, upsetting dozens of superstars in the process. However, this reckless abandon caught up with the youngster...nearly costing him his career in the process. After a brief period out of the Federation spotlight, 'Pac returned louder than ever the night after WrestleMania XIV—becoming a cornerstone of DX along with Triple H and the New Age Outlaws. With two European Championship reigns topping his list of accomplishments, there's no limit to how far X-Pac can push it!

GAME TIPS

Although X-Pac is a tremendously skilled high-flyer, he prefers to stick to a ground-based attack. Use his aerial attacks sparingly! Despite his lack of size, the superstar can absorb tremendous amounts of punishment. However, this is not to say players should compete recklessly with X-Pac, as even he will eventually wear down under a steady deluge of punishment. The DX member's greatest strength is his martial arts skills—as several well-placed kicks by the superstar can severely

PSX and N64 Moves

Ready Moves:

Facebuster (6): up, down, tieup **or** down, up, tieup

Running Knee Hit (5): left, down, punch **or** right, down, punch

Enziguri (7): left, up, kick **or** right, up, kick

Hurricanrana (6): left, up, punch **or** right, up, punch

Leg Drag (4): left, down, kick **or** right, down, kick

From Feet; Fist To Groin (5): up, down, kick **or** down, up, kick

Tieup Moves:

Three Knee Combo (5): left, punch **or** right, punch

Leg Stretch (4): left, kick **or** right, kick

Behind Moves:

German Suplex (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Victory Roll (4): left, kick **or** right, kick

Ground Moves:

From Head; Front Facelock (5): up, down, punch **or** down, up, punch

Running Opponent:

Spinning Heel Kick (8): kick

Running Player:

Opponent Onground; Quick Legdrop (7): kick

Cross Body Block (7): kick

Turnbuckle Moves:

Opponent Onground; Shootingstar Press (9): kick + punch

Opponent Standing; Hurricanrana (8): tieup + block

Corner In Moves:

Bronco Buster (6): up, down, punch, **or** down, up, punch
Trademark

Spin Kick Combo (6): left, right, punch **or** right, left, punch

Bulldog (6): left, tieup **or** right, tieup

Punch:

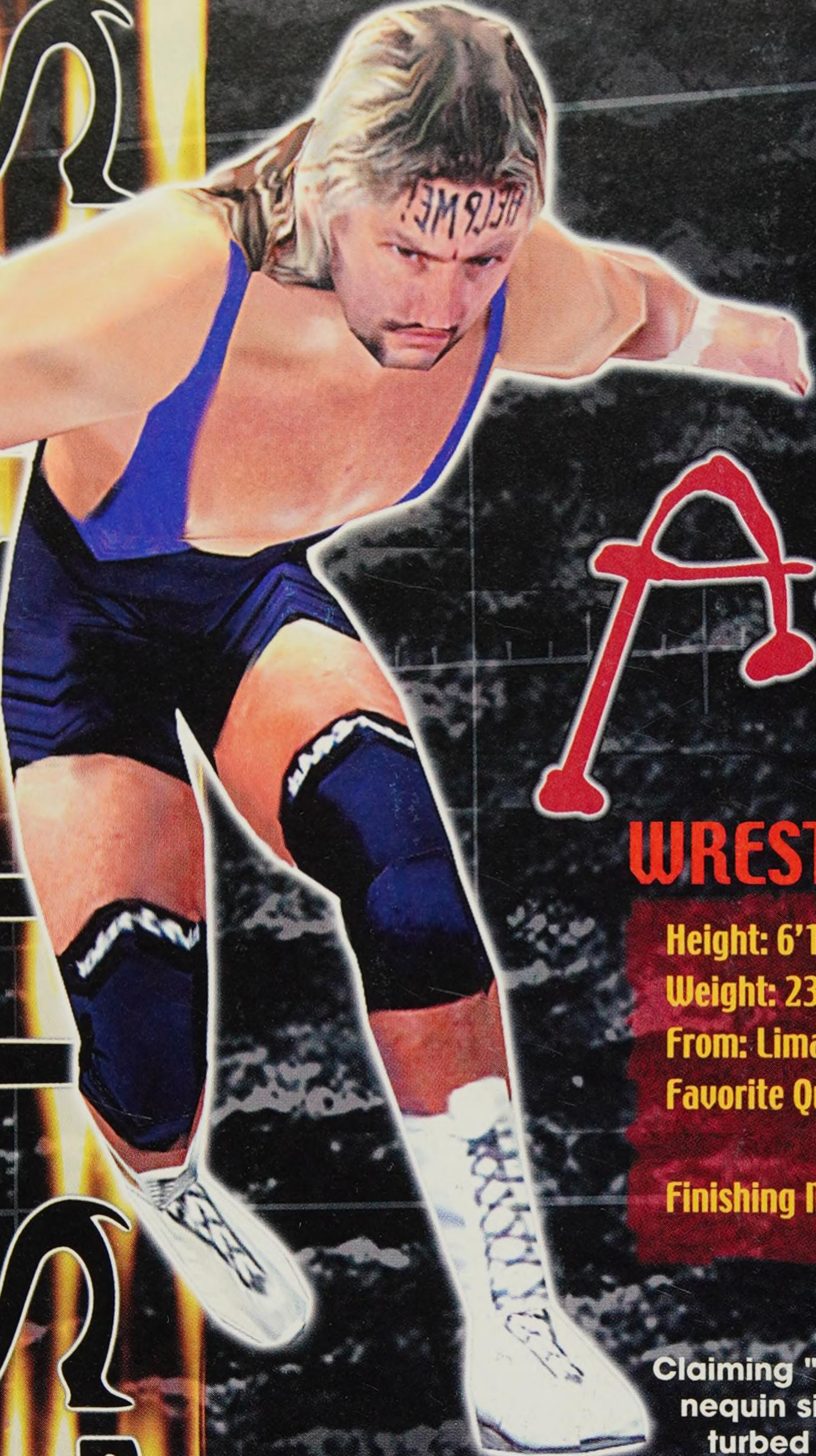
Grab Head And Punch (4): punch

Kick:

Dropkick (4): kick

Pose:

DX Chops (0): kick + tieup



Al Snow™

GAME STATISTICS

Strength: 6
Toughness: 6
Speed: 7
Recovery: 8
Charisma: 8

WRESTLER STATS

Height: 6'1"
Weight: 230 pounds
From: Lima, Ohio
Favorite Quote: "What does everybody want?!"

Finishing Maneuver: Snow Plow

Claiming "they" speak to him through Head (his mannequin sidekick), Al Snow is one of the most disturbed superstars in the World Wrestling Federation ranks. After several missed opportunities drove Snow over the edge of lunacy and out of the Federation spotlight in 1997, the Ohio native emerged over a year later to fight the forces of P.U.S.H. with his band of outcasts known as the J.O.B. Squad! Since that time, Snow has focused his efforts on developing a hardcore style, becoming one of the top combatants in the aggressive division. As the self-proclaimed "Crowned Prince of Hardcore" Snow goes to great lengths to unleash a deluge of punishment against opponents—or if one isn't available, even himself for the hell of it!

GAME TIPS

Not only is Al Snow an exceptional technical superstar, but he is also a master of hardcore and martial arts styles. Despite his psychological problems, the Ohio native is a crafty ring veteran and his ability should never be underestimated. Snow can recover from attacks exceptionally fast, so don't be afraid to put his body on the line to attempt a high-risk top rope assault. His Snow Plow finisher is an effective end-all, but be careful not to try it too early in the contest. The attempt could backfire for the

PSX and N64 Moves

Ready Moves:

Reverse Tiger Suplex (7): left, right, kick **or** right, left, kick

Leg Scissor Stomp (5): up, down, punch, **or** down, up, punch

Frontface DDT (6): up, down, tieup **or** down, up, tieup

Double Underhook Suplex (5): left, down, punch **or** right, down, punch

Armdrag (4): up, down, kick **or** down, up, kick

Drop Toehold (4): left, right, kick **or** right, left, kick

Tieup Moves:

Snow Plow (8): left, up, punch **or** right, up, punch

Underhook Headbutts (6): left, tieup **or** right, tieup **Trademark**

Piledriver (9): up, down, up, tieup **or** down, up, down, tieup

Double Underhook Suplex (5): left, punch **or** right, punch

Side Slam (4): left, kick **or** right, kick

Behind Moves:

Rolling German Suplex (7): left, up, kick **or** right, up, kick

Reverse DDT (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Feet; STF (6): up, down, kick **or** down, up, kick

From Head; Crossface Punches (7): up, down, punch, **or** down, up, punch

Running Opponent:

High Leg Clothesline (6): kick

Turnbuckle Moves:

Opponent Standing; Sky Twister Press (8): block

Opponent Onground; Moonsault (8): block

Punch:

Big Windup (4): punch

Kick:

Dropkick (4): kick

Pose:

Head (0): kick + tieup

MR ASS

GAME STATISTICS

Strength: 7
Toughness: 7
Speed: 7
Recovery: 6
Charisma: 7

WRESTLER STATS

Height: 6'4"
Weight: 268 lbs.
From: Austin, Texas
Favorite Quote: "If you're down with DX, we've got two words for you—SUCK IT!"
Titles Held: Federation Tag Team Championship

Billy Gunn, perhaps the best all-around athlete in the World Wrestling Federation, ranks as the only superstar to hold the Tag Team Championship on six different occasions. Debuting in 1994 alongside brother Bart as the Smoking Gunns, the tandem captured the gold three times before splitting in 1996. From there "Badd Ass" found an unlikely partner in "Road Dogg" Jesse James, forming the team that would revolutionize the Federation tag team ranks—the New Age Outlaws! One night after WrestleMania XIV, the Outlaws found a home in the genesis of Triple H's D-Generation X, solidifying their stance as the top team in the sport. Since that time, "Mr. Ass" has come into his own as a singles threat, rising up to top contender status for the Intercontinental Championship as a member of the most controversial group in sports-entertainment!

GAME TIPS

Billy Gunn is the consummate athlete—possessing size, strength and speed in his repertoire. As a former six-time Federation Tag Team Champion, he is the perfect partner to pick for a run at the gold. As a singles competitor, his surprising power allows him to break out of any submission hold—but make sure you have a reverse maneuver waiting! Make sure you become familiar with Gunn's legdrop to the back of the head, as it's his favorite weapon.

PSX and N64 Moves

Ready Moves:

Fame Asser (8): left, right, down, punch **or** right, left, down, punch

Running Knee Hit (5): left, up, punch **or** right, up, punch

Gorilla Press Slam (8): left, right, left, punch, **or** right, left, right, punch

Sidewalk Slam (7): left, down, kick **or** right, down, kick

Front Backbreaker (6): up, down, tieup **or** down, up, tieup

Drop Toehold (4): left, down, kick **or** right, down, kick

Tieup Moves:

Hanging Power Slam (9): up, down, tieup **or** down, up, tieup

Hanging Vertical Suplex (7): up, down, kick **or** down, up, kick

Bulldog (6): left, tieup **or** right, tieup

Inverted Atomic Drop (5): left, punch **or** right, punch

Neckbreaker (4): left, kick **or** right, kick

Behind Moves:

Reverse DDT (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Side; Knee Drop (6): up, down, tieup **or** down, up, tieup

From Feet; Stepover Toehold (7): up, down, kick **or** down, up, kick

From Head; Neck Whip (5): up, down, punch **or** down, up, punch

Running Opponent:

Power Slam (8): tieup

Corner In Moves:

Ass Kisser (7): up, up, kick, **or** down, down, kick **Trademark**

Overhead Press (5): up, up, punch, **or** down, down, punch

Punch:

Big Windup (4): punch

Kick:

Dropkick (4): kick

Pose:

Billy Gunn Buttpoint (0): kick + tieup

Lethal Weapon
STEVE BLACKMAN™

GAME STATISTICS

Strength: 6
Toughness: 6
Speed: 8
Recovery: 5
Charisma: 3

WRESTLER STATS

Height: 6'2"
Weight: 245 pounds
From: Annville, PA

Finishing Move: **PUMPKICK**

The pure wrestling machine that is "Lethal Weapon" Steve Blackman shows little emotion inside the squared circle. However, his athletic prowess speaks volumes to opponents. His reflexes are to be feared, as Blackman can deliver several kicks and punches with lightening-quick authority. Along with Ken Shamrock, Blackman represents one of the No Holds Barred specialists within the Federation. As a master of his craft, this superstar owns and operates his own dojo in Pennsylvania where he trains his students the ways of his martial arts discipline. Whether competing in tag team situations or singles action, his opponents will quickly learn why the "Lethal Weapon" was given his nickname.

GAME TIPS

Blackman is a master of dozens of holds, so don't be afraid to use his expertise to experiment maneuvers against opponents. The "Lethal Weapon" is an ideal superstar for beginning players to start off with, as he can compete in any kind of wrestling style. For more advanced players, use Blackman wisely against bigger and stronger foes! A sound strategy would be to use Blackman's martial arts prowess to

PSX and N64 Moves

Ready Moves:

Pump Kick (6): left, down, tieup **or** right, down, tieup

Reverse Tiger Suplex (7): left, up, kick **or** right, up, kick

Hurricanrana (6): left, up, tieup **or** right, up, tieup

Snapmare (5): left, right, punch **or** right, left, punch

Spinebuster (5): up, down, punch **or** down, up, punch

Small Package (4): up, down, kick **or** down, up, kick

Drop Toehold (4): left, down, kick **or** right, down, kick

Tieup Moves:

Overhead Belly Suplex (6): left, tieup, **or** right, tieup

Three Knee Combo (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

Beast Choker (5): left punch, **or** right, punch

Rolling Prawn Hold (4): left, kick **or** right, kick

Ground Moves:

From Side; Longbow Backbreaker (8): left, right, down, tieup **or** right, left, down, tieup

From Feet; Leg Lock (7): up, down, kick **or** down, up, kick

From Feet; Spinning Toehold (6): left, down, kick **or** right, down, kick

From Head; Scissored Sleeper (7): up, down, punch **or** down, up, punch

Running Opponent:

Power Slam (9): tieup

Running Aggressive:

Tackle With Punches (8): tieup

Turnbuckle Moves:

Opponent Standing; Missile Dropkick (6): punch + tieup

Corner In Moves:

Kick Combo (6): up, up, tieup **or** down, down, tieup **Trademark**

Punch:

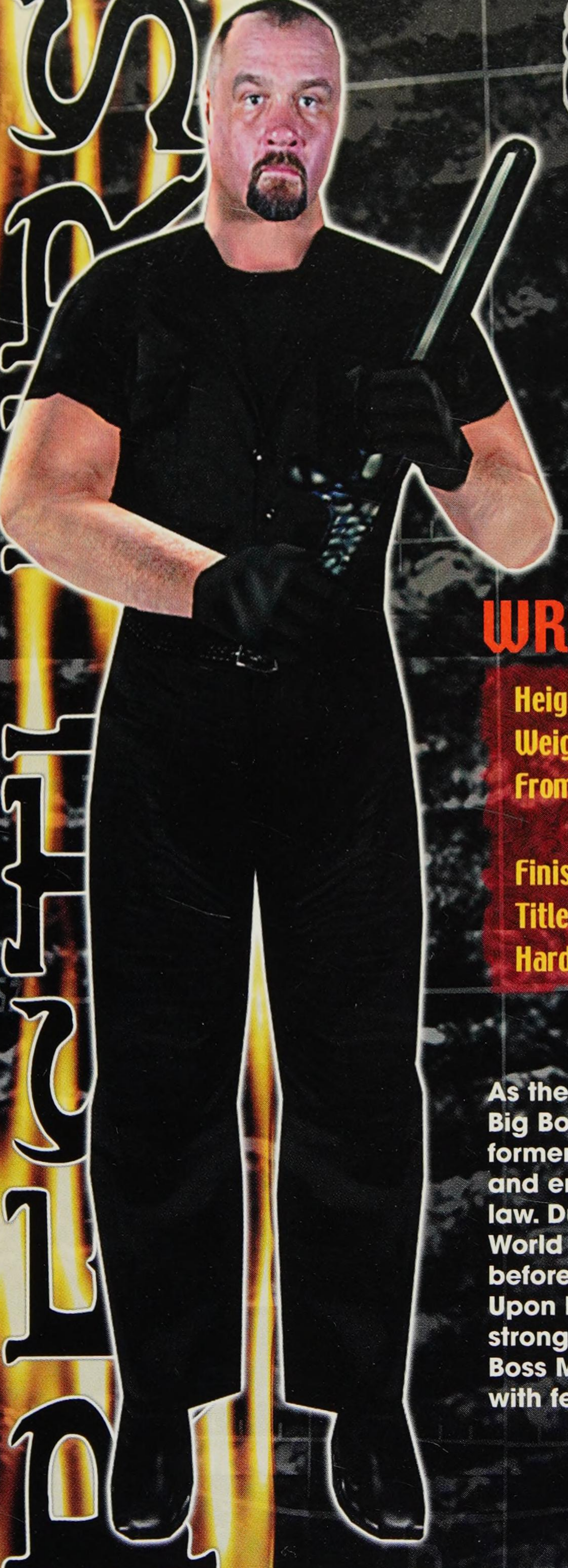
Crane Wing Punch (4): punch

Kick:

Shuffle Side Kick (4): kick

Pose:

Blackman Bow (0): kick + tieup



BIG BOSS MAN

Servin' Hard Time!

GAME STATISTICS

Strength: 8
Toughness: 8
Speed: 5
Recovery: 5
Charisma: 5

WRESTLER STATS

Height: 6'6"
Weight: 355 pounds
From: Cobb County, GA

Finishing Move: **Side walk Slam**
Titles Held: Tag Team Championship, Hardcore Championship

As the head of security for Mr. McMahon's Team Corporate, the Big Boss Man is hell-bent on serving hard time to his enemies. The former Cobb County corrections officer is a brutal combatant, and enjoys beating foes into submission with his brand marshall law. During the late 1980s, the Boss Man nearly claimed the World Wrestling Federation Championship on several occasions before stepping away from the spotlight to pursue other interests. Upon his return this past year, he emerged as a leaner, meaner strongarm for the owner. This brand of brutality has earned the Boss Man the Hardcore Championship and a Tag Team Title reign with fellow Corporate member Ken Shamrock.

GAME TIPS

The Big Boss Man is at his best in a brawling situation, and can damage opponents quickly by smothering them with his brutality. The superstar also excels in weapons matches, as his hardcore status qualifies him to wield any type of arms! However, be aware that the Boss Man's style isn't suited for lengthy bouts—as he has been known to wear down as the match progresses. Use the security specialist

PSX and N64 Moves

Ready Moves:

Chokeslam (8): left, right, up, punch **or** right, left, up, punch

Fall Forward Slam (6): up, down, tieup **or** down, up, tieup

Bearhug (5): left, right, punch **or** right, left, punch

Choke (4): up, down, kick **or** down, up, kick

Neckbreaker (5): up, down, punch **or** down, up, punch

Press Slam (7): left, right, kick **or** right, left, kick

Tieup Moves:

Sidewalk Slam (7): left, up, kick **or** right, up, kick

Brainbuster (6): left, tieup **or** right, tieup

Side Slam (5): left, punch **or** right, punch

Neckbreaker (4): left, kick **or** right, kick

Behind Moves:

Sleeping Neckbreaker (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Chickenwing (4): left, kick **or** right, kick

Ground Moves:

From Feet; Wishbone Legsplitter (6): left, down, kick **or** right, down, kick

From Head; Squeeze Head (7): up, down, punch **or** down, up, punch

Running Opponent:

Power Slam (9): tieup

Running Player:

Flying Clothesline (7): kick

Turnbuckle Moves:

Opponent Standing; Shoulder Tackle (8): tieup + block

Corner In Moves:

Running Vader Splash (4): kick

Punch:

European Uppercut (4): punch

Kick:

Mafia Kick (4): kick

Pose:

Arms Folded (0): kick + tieup

BRADSHAW™

GAME STATISTICS

Strength: 7
Toughness: 9
Speed: 5
Recovery: 6
Charisma: 4

WRESTLER STATS

Height: 6'6"
Weight: 290 pounds
From: The Ministry of Darkness

As a member of the Undertaker's Ministry of Darkness, Bradshaw has grown more evil under the demonic teachings of the Phenom. Heartless and soul-less—the two best words to describe what Bradshaw has become. Casting aside his Texan heritage for the power of the Dark Side, Bradshaw and partner Faarooq form one of the most destructive tag teams in World Wrestling Federation history—the Acolytes! The term "acolyte" is defined as an "officer in the church, or follower" whose duty is to assist and attend the priest...in this case the Undertaker! Together, this duo adorns their bodies with symbols from the Necromicon, or the Book of the Dead. With his cold, black eyes and newfound aggression, Bradshaw has been a force unleashed without regard for the well being of his opponents.

GAME TIPS

As one of the toughest big men in the Federation, players would be wise to use Bradshaw's size and strength to overpower their opponents. His best offensive strike is through a variety of power maneuvers—including clotheslines and powerbombs. Because he is one of the toughest superstars in the ranks, the Texan can absorb tremendous amounts of punishment for a long period of time. Against quicker foes, it's important for Bradshaw to keep them grounded, as an effective aerial attack is

PSX and N64 Moves

Ready Moves:

Fall Away Slam (6): left, down, tieup **or** right, down, tieup

Seated Crucifix Drop (8): left, right, right, punch **or** right, left, left, punch

Press Slam (7): left, down, kick **or** right, down, kick

Front Backbreaker (6): left, down, punch **or** right, down, punch

Single Arm DDT (5): left, right, punch **or** right, left, punch

Knee To Face (4): left, up, kick **or** right, up, kick

Tieup Moves:

Piledriver (9): up, down, up, tieup **or** down, up, down, tieup

Overhead Belly Suplex (6): left, tieup **or** right, tieup

Shoulderbreaker (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Powerbomb (7): up, down, kick **or** down, up, kick **Trademark**

Behind Moves:

German Suplex (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Head; Kick To Spine (6): left, up, punch **or** right, up, punch

Running Opponent:

Tilt-A-Whirl Slam (8): tieup

Boot To Face (6): kick

Turnbuckle Moves:

Opponent Onground; Splash (7): kick + block

Opponent Standing; Shoulder Tackle (7): kick + block

Punch:

Haymaker (4): punch

Kick:

Boot To Face (4): kick

Pose:

Bradshaw Fingerpoint (0): kick + tieup

Christian™

WRESTLER STATS

Height: 6'
Weight: 213 pounds
From: Toronto, Ontario

Finishing Maneuver: **The Impaler**
Titles Held: Light Heavyweight Champion

GAME STATISTICS

Strength: 4
Toughness: 4
Speed: 9
Recovery: 5
Charisma: 2

As with the rest of the Brood members, Christian's past is a mystery. The younger brother of Edge is a former World Wrestling Federation Light Heavyweight Champion, and his potential is immeasurable. A talented high-flyer, Christian continues to amaze his peers with his top rope skills. Silent and extremely gifted, the superstar is surprisingly lethal in his attack. Driven by an unholy anger fueled by the Ministry of Darkness, Christian and his kindred spirits have vowed a total blood bath for any superstars who dare to stand in the way of their gothic mission!

GAME TIPS

Although Christian is at a size and strength disadvantage against many of his opponents, his aerial attack can quickly damage the biggest of superstars. To harness his athletic gifts, it's best to use him in tag team situations with his fellow Brood members! Christian is a perfect combatant for beginning players wishing to master a high-flying strategy or the art of avoiding a foe's attack.

PSX and N64 Moves

Ready Moves:

The Impaler (9): up, down, up, tieup **or** down, up, down, tieup

Falling Reverse DDT (7): left, right, kick **or** right, left, kick **Trademark**

Chin Crusher (5): left, right, punch **or** right, left, punch

Enziguri (7): up, down, kick **or** down, up, kick

DDT (5): up, down, punch **or** down, up, punch

Japanese Arm Drag (4): left, down, kick **or** right, down, kick

Tieup Moves:

Floatover Suplex (6): left, tieup**, or** right, tieup

DDT (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

German Suplex (6): left, tieup **or** right, tieup

Victory Roll (4): left, kick **or** right, kick

Octopus Hold (5): left, punch **or** right, punch

Ground Moves:

From Feet; Leg Grapevine (7): up, down, kick **or** down, up, kick

From Head; Toehold Half Crab (8): up, down, down, punch **or** down, down, up, punch

Running Opponent:

Spinning Heel Kick (6): kick

Running Player:

Running Head Scissors (8): kick

Turnbuckle Moves:

Opponent Onground; 450 Splash(9): kick + punch

Opponent Standing; Dropkick (7): tieup + block

Corner In Moves:

Swinging DDT (6): up, up, tieup **or** down, down, tieup

Punch:

Grab Head And Punch (4): punch

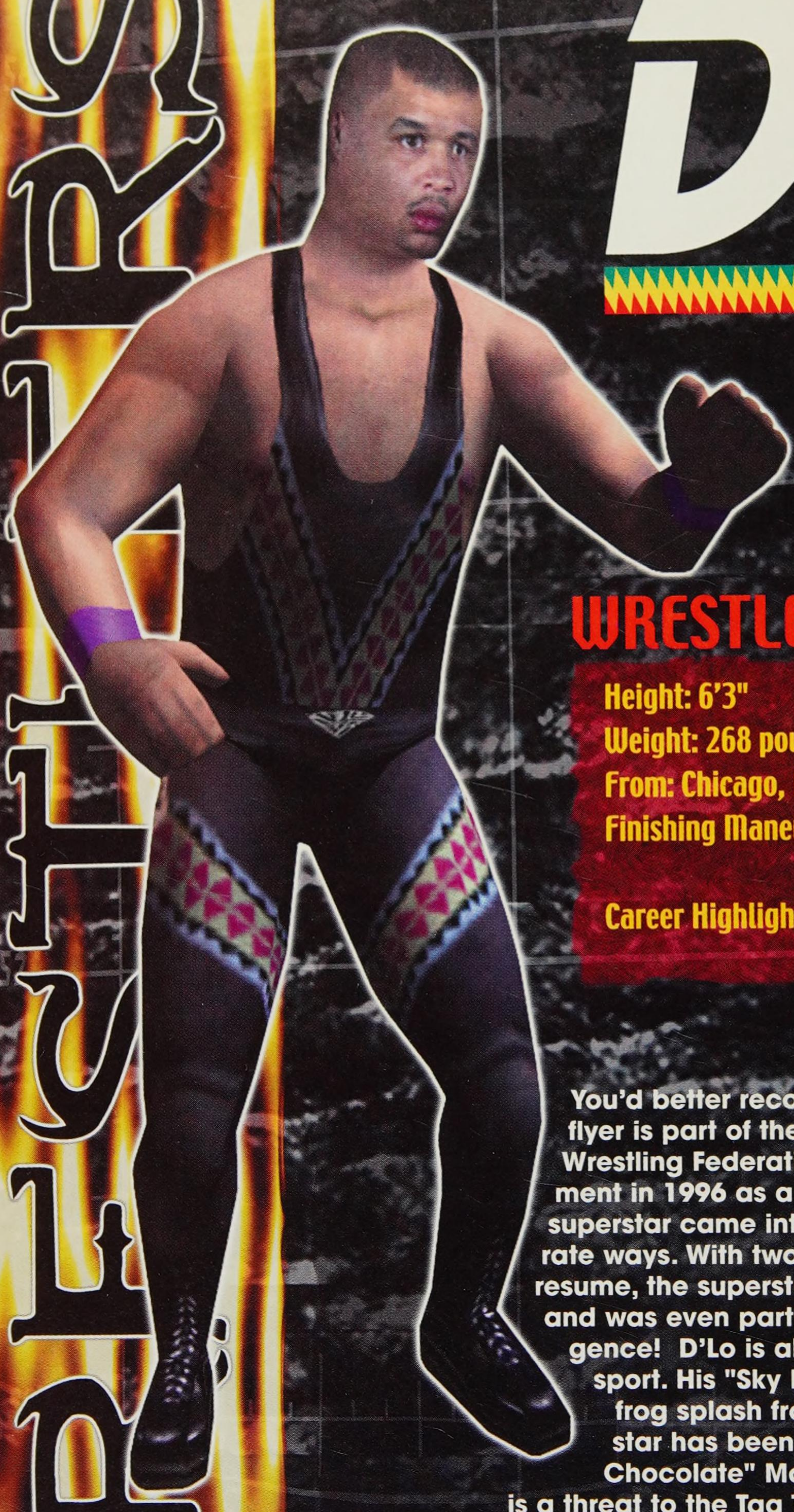
Kick:

Jump Kick (4): kick

Pose:

Edge (0): kick + tieup

D'LŌ™ BROWN



GAME STATISTICS

Strength: 6
Toughness: 6
Speed: 8
Recovery: 6
Charisma: 7

WRESTLER STATS

Height: 6'3"
Weight: 268 pounds
From: Chicago, IL
Finishing Maneuver: Sky High

Career Highlights: European Champion (2)

You'd better recognize the talents of D'Lo Brown, as this high-flyer is part of the foundation of the future of the World Wrestling Federation! Beginning his career in sports-entertainment in 1996 as a member of the Nation of Domination, this superstar came into his own after the faction went their separate ways. With two European Championship reigns topping his resume, the superstar claims he became the love of Europe, and was even partly responsible for their economic resurgence! D'Lo is also one of the most skilled high-flyers in the sport. His "Sky High" powerbomb followed by the Lo-Down frog splash from the top rope is a combination no superstar has been able to survive yet. Along with "Sexual Chocolate" Mark Henry, the power and high-flying tandem is a threat to the Tag Team gold!

GAME TIPS

D'Lo is incredibly versatile in the ring, and can recover from most attacks within minutes. Along with his Lo-Down finisher, the superstar's running powerbomb is another of his most potent offensive strikes! Despite his cockiness, he is a technical strategist and can master almost any move during the course of a bout. In tag team action, the tandem of D'Lo and Mark Henry are an imposing force—one that can easily win gold if played right.

PSX and N64 Moves

Tieup Moves:

Powerbomb (7): left, up, kick **or** right, up, kick

Fisherman Suplex (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Ready Moves:

Sky High (7): up, down, kick **or** down, up, kick **Trademark**

Running Powerbomb (8): up, down, up, punch **or** down, up, down, punch

Fall Forward Powerbomb (7): left, right, kick **or** right, left, kick

Fisherman's Suplex (6): left, down, tieup **or** right, down, tieup

Spinebuster (6): up, down, tieup **or** down, up, tieup

Shortarm Clothesline (5): up, down, punch **or** down, up, punch

Snapmare (5): left, down, punch **or** right, down, punch

Armdrag (4): up, down, kick **or** down, up, kick

Kneebreaker (4): left, down, kick **or** right, down, kick

Ground Moves:

From Side; D'Lo Legdrop (8): left, left, right, tieup **or** right, right, left, tieup

From Feet; D'Lo Leaf (7): up, down, kick **or** down, up, kick

Behind Moves:

Fall Away Pump Slam (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Running Opponent:

Sky High (9): tieup

Running Player:

Spinning Heel Kick (6): kick

Turnbuckle Moves:

Opponent Onground; Lo-Down (8): tieup + block

Punch:

Big Windup (4): punch

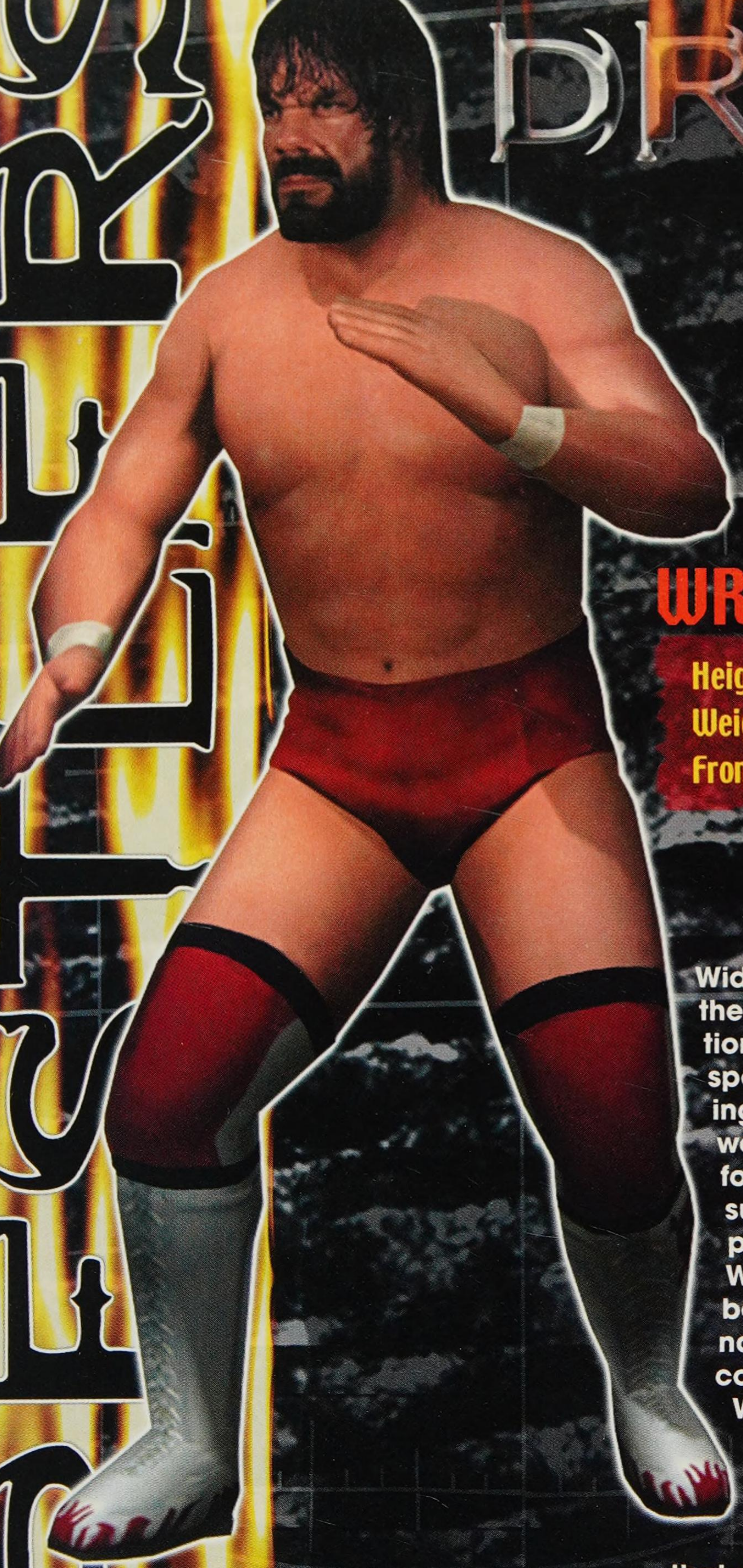
Kick:

Godfather Kick (4): kick

Pose:

D'lo Brown (0): kick + tieup

DR. DEATH



GAME STATISTICS

Strength: 7
Toughness: 9
Speed: 4
Recovery: 5
Charisma: 5

WRESTLER STATS

Height: 6'4"
Weight: 285 pounds
From: Shreveport, LA

Widely regarded as one of the toughest superstars in the sport, "Dr. Death" Steve Williams' fighting reputation precedes him wherever he goes! He was a two-sport standout with the Oklahoma Sooners, capturing dozens of collegiate amateur wrestling titles as well as becoming a stand-out on the gridiron under former Dallas Cowboys coach Barry Switzer. After a successful career conquering various wrestling promotions in Japan, "Dr. Death" debuted in the World Wrestling Federation in 1998-and quickly became the favorite to win the "Brawl For All" tournament. However, an injury and loss to Bart Gunn cost him a chance at the championship, putting Williams on the sidelines for the remainder of the year. When the superstar made his return to the ring in early 1999, friend and fellow Oklahoma native Jim Ross stood by his side. Since that time they have unleashed a wave of destruction that will only cease when they get what they want? RESPECT !

GAME TIPS

From the opening bell, take the fight straight to your opponent! Williams'rush of brutality is usually too much for a foe to take. Clubbing fists,kicks, clotheslines and tackles are among his forte, so use them in mass quantity! Thanks to his experience in the squared circle as well as on the football field, the superstar can absorb tremendous amounts of punishment. When the time is right, "Dr. Death's" running slam -dubbed the "Oklahoma Stampede"- can knock the life out of any

PSX and N64 Moves

Ready Moves:

Dr. Bomb (9): up, down, up, tieup **or** down, up, down, tieup

Running Powerslam (9): left, right, down, tieup **or** right, left, down, tieup

Press Slam (7): left, up, kick **or** right, up, kick

Shortarm Clothesline (5): left, right, punch **or** right, left, punch

Fireman's Carry (4): up, down, kick **or** down, up, kick

Japanese Arm Drag (4): left, down, kick **or** right, down, kick

Tieup Moves:

Hanging Vertical Suplex (8): left, right, punch **or** right, left, punch

Piledriver (6): left, tieup **or** right, tieup

Samoan Drop (5): left, punch **or** right, punch

Side Backbreaker (4): left, kick **or** right, kick

T-Bone Suplex (7): left, up, kick **or** right, up, kick

Behind Moves:

High Angle Back Drop (8): left, right, punch **or** right, left, punch

Ground Moves:

From Feet; Splash (6): left, right, tieup **or** right, left, tieup

From Side; Knee Drop (5): up, down, tieup **or** down, up, tieup

From Feet; Half Crab (7): up, down, kick **or** down, up, kick

From Head; Reverse Chinlock (5): left, down, punch **or** right, down, punch

Running Opponent:

Sidewalk Slam (6): tieup

Turnbuckle Moves:

Opponent Onground; Senton Bomb (6): punch + tieup

Corner In Moves:

Turnback Stampede (7): up, down, kick **or** down, up, kick **Trademark**

Punch:

Haymaker (4): punch

Kick:

Mafia Kick (4): kick

Pose:

Dr. Death Run in Place (0): kick + tieup

Darren Drozdov™
Puke

GAME STATISTICS

Strength: 5
Toughness: 7
Speed: 7
Recovery: 6
Charisma: 6

WRESTLER STATS

Height: 6'3"
Weight: 270 pounds
From: Mays Landing, NJ

Finishing Move: New Jersey Naptime

With his tattoos, piercings and outlandish haircuts, no other superstar in the ranks of the World Wrestling Federation exemplifies freedom of expression like Droz. A former college football standout at the University of Maryland, this New Jersey native went on to play professional gridiron with the Denver Broncos where he gained notoriety for vomiting on the field—and opposing players! After finding a home in the Federation, Droz not only befriended the Legion of Doom, but eventually became the key to their downfall. Now as nasty as he wants to be, this superstar not only questions authority...but ignores it. In his spare time, Droz enjoys hunting and fishing—when he often likes to eat raw deer hearts and swallow minnows!

GAME TIPS

Although he lacks the size of fellow brawlers, Droz is one of the toughest combatants in the Federation. His experience on the gridiron allows him to attack in short, powerful bursts—and he isn't afraid to take to the air if necessary! Not only does Droz utilize his freedom of expression, but a wide variety of weapons as well. Whether it be a steel chair, bat or table, the former Bronco can inflict massive amounts of damage

PSX and N64 Moves

Ready Moves:

Seated Crucifix Drop (8): left, right, left, punch **or** right, left, right, punch

Fall Away Slam (6): up, down, tieup **or** down, up, tieup

Double Underhook Suplex (6): left, down, tieup **or** right, down, tieup
Trademark

Gorilla Press Slam (9): left, right, left, tieup **or** right, left, right, tieup

Neckbreaker (5): left, up, punch **or** right, up, punch

Tieup Moves:

Powerbomb (7): left, down, kick **or** right, down, kick

Front Suplex (6): left, tieup **or** right, tieup

Shoulderbreaker (5): left, punch **or** right, punch

Armbar (4): left, kick **or** right, kick

New Jersey Naptime (8): left, right, punch **or** right, left, punch

Behind Moves:

Neckbreaker (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Feet; Wishbone Legsplitter (5): left, right, kick **or** right, left, kick

From Feet; Surfboard (7): up, down, kick **or** down, up, kick

From Head; Scissored Armbar (6): up, down, punch **or** down, up, punch

Running Opponent:

Power Slam (8): tieup

Running Player:

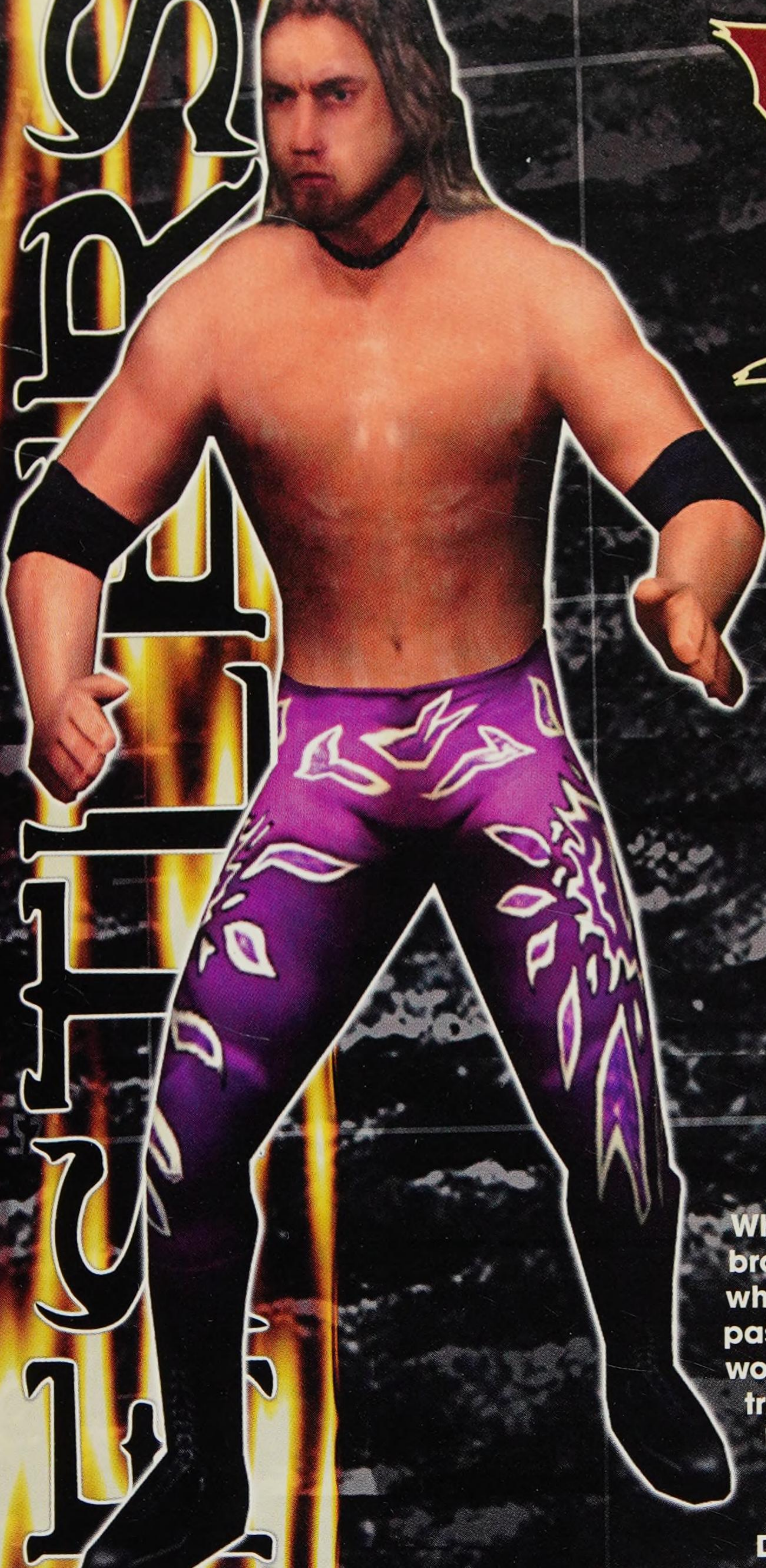
Flying Back Elbow (7): tieup

Corner In Moves:

Charging Shoulder (4): up, up, kick **or** down, down, kick

Overhead Press (5): up, up, punch **or** down, down, punch

EDGE™



GAME STATISTICS

Strength: 6
Toughness: 5
Speed: 8
Recovery: 7
Charisma: 4

WRESTLER STATS

Height: 6'2"
Weight: 240 pounds
From: Toronto, Ontario

Finishing Maneuver: Downward Spiral

When Edge aligned himself with Gangrel* and younger brother Christian he set in motion an unholy alliance, which would come to be known as the Brood. With his past still a question, many wonder why this superstar would choose to follow Gangrel, the superstar who once tried to end his career! Seemingly tormented by some kind of inner madness, Edge chooses to exist within the dark underworld of the goth lifestyle. Couple this with his devotion to the Undertaker's Ministry of Darkness, and Edge's downward spiral into a hellish fate grows deeper! With the Brood threatening to envelop the Federation in an all-out blood bath, can anyone stop these demonic menaces?

GAME TIPS

Edge mirrors his fellow Brood members in that his cat-like senses make him a dangerous threat for any opponent. The superstar is exceptionally skilled at countering the holds of his foes, and can escape from most submission maneuvers! Thanks to his impressive physical build, Edge's endurance allows him to stay fresh during the course of lengthy bouts. Coupling him with either Gangrel or Christian

PSX and N64 Moves

Ready Moves:

Downward Spiral (7): up, down, kick **or** down, up, kick

Seated Crucifix Drop (8): up, down, up, punch **or** down, up, down, punch

Crucifix Drop (7): left, up, kick **or** right, up, kick

Single Arm DDT (5): left, up, punch **or** right, up, punch

Crucifix (4): left, down, kick **or** right, down, kick

Drop Toehold (4): up, down, kick **or** down, up, kick

Tieup Moves:

Front Suplex (6): left, tieup **or** right, tieup

DDT (5): left, punch **or** right, punch

Neckbreaker (4): left, kick **or** right, kick

Behind Moves:

Atomic Drop (5): left, punch **or** right, punch

Rolling Prawn Hold (4): left, kick **or** right, kick

Dragon Suplex (8): left, down, punch **or** right, down, punch **Trademark**

Sleeping Neckbreaker (6): left, tieup **or** right, tieup

Ground Moves:

From Side; Splash (7): left, right, tieup **or** right, left, tieup

From Feet; Elevated Crab (9): left, right, down, kick **or** right, left, down, kick

From Head; Leglock Chokehold (6): left, down, punch **or** right, down, punch

Running Opponent:

High Leg Clothesline (5): kick

Running Player:

Running Head Scissors (6): kick

Celestial Splash (8): block

Turnbuckle Moves:

Standing Body Press (7): kick + block

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FAAROOQ™

GAME STATISTICS

Strength: 5
Toughness: 6
Speed: 6
Recovery: 5
Charisma: 4

WRESTLER STATS

Height: 6'2"
Weight: 270 pounds
From: The Ministry of Darkness

Finishing Move: The Dominator

As a follower in the Undertaker's Ministry of Darkness, Faarooq has grown stronger thanks to the demonic doctrines of the Phenom. Alongside his Acolyte partner Bradshaw, these two superstars are pure destruction in the squared circle. A former gridiron legend at Florida State University, Faarooq is one of two players—Deion Sanders being the other—to have their jerseys retired at the school. After attaining status as the first Black Heavyweight Champion in the sport, Faarooq set his goals on conquering the World Wrestling Federation in 1996. As the founder of the Nation of Domination, he molded the group into one of the most powerful factions in Federation history before joining forces with Bradshaw. Under the Undertaker, this superb athlete has re-invented his career and is now more dangerous than ever!

GAME TIPS

Alongside Bradshaw, the Acolytes are perhaps the most dominating tag team in the Federation. In singles competition, Faarooq is a master at dismantling opponents. He takes the fight straight to them from the opening bell, and doesn't let up until they are prone on the mat. Players should incorporate this same strategy when using Faarooq in battle. Stay on the enemy until they are weak enough to barely defend themselves,

PSX and N64 Moves

Ready Moves:

Running Power Slam (7): left, up, kick **or** right, up, kick

Dominator (9): left, right, down, tieup **or** right, left, down, tieup

Spinebuster (6): up, down, tieup **or** down, up, tieup **Trademark**

Gorilla Press Slam (8): up, down, up, punch **or** down, up, down, punch

Shortarm Clothesline (5): left, down, punch **or** right, down, punch

Headlock Takedown (4): up, down, kick **or** down, up, kick

Tieup Moves:

Piledriver (9): left, up, left, tieup **or** right, up, right, tieup

Hanging Brainbuster (8): up, down, punch **or** down, up, punch

Sidewalk Slam (7): left, down, kick **or** right, down, kick

Brainbuster (6): left, tieup **or** right, tieup

Side Slam (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

Fall Away Pump Slam (7): up, down, kick **or** down, up, kick

German Suplex (6): left, tieup **or** right, tieup

Ground Moves:

From Feet; Wishbone Legsplitter (5): left, right, kick **or** right, left, kick

From Head; Painkiller (5): up, down, punch, **or** down, up, punch

Running Opponent:

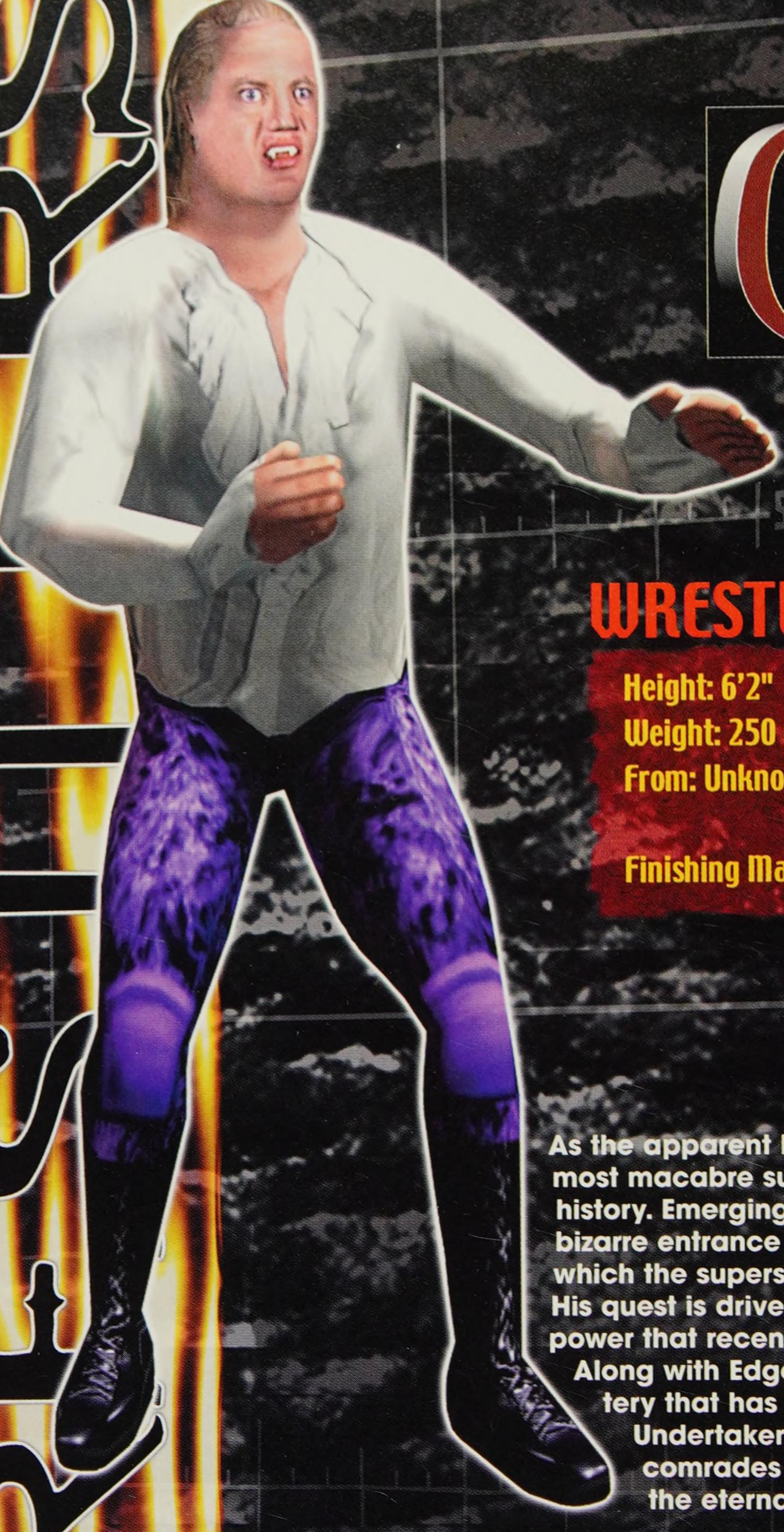
Power Slam (6): tieup

Boot To Face (5): kick

Turnbuckle Moves:

Shoulder Tackle (6): punch + tieup

GANGREL



GAME STATISTICS

Strength: 6
Toughness: 6
Speed: 8
Recovery: 6
Charisma: 5

WRESTLER STATS

Height: 6'2"
Weight: 250 pounds
From: Unknown

Finishing Maneuver: Sky High

As the apparent leader of the Brood, Gangrel is one of the most macabre superstars in World Wrestling Federation history. Emerging from a ring of fire prior to each bout, his bizarre entrance culminates in a bizarre ceremony in which the superstar spits a red, viscous liquid into the air! His quest is driven by a force few can understand–a power that recently unleashed a blood bath in the ranks. Along with Edge and Christian, the trio's past is a mystery that has yet to unfold. As a follower in the Undertaker's Ministry of Darkness, Gangrel and his comrades are bent on shrouding the Federation in the eternal darkness of their gothic lifestyle!

GAME TIPS

Gangrel's cat-like speed allows him the skill of a high-flyer while at the same time matching his opponents with size and strength. His ability to recover from assaults is tremendous, so don't be afraid to try a high-risk strategy with the Ministry follower. Gangrel is also an accomplished brawler and a master of whatever weapons might be at his disposal. Like his fellow Brood members, Gangrel is well-suited to team with Edge and Christian to attack the tag team ranks!

PSX and N64 Moves

Ready Moves:

Giant DDT (7): up, down, kick **or** down, up, kick

Side Belly to Belly Suplex (6): left, right, tieup **or** right, left, tieup

Snapmare (5): up, down, punch **or** down, up, punch

Crucifix (4): left, up, kick **or** right, up, kick

Overhead Belly Suplex (7): left, down, kick **or** right, down, kick

Tieup Moves:

Floatover Suplex (6): left, tieup **or** right, tieup **Trademark**

Powerbomb (8): left, left, down, punch **or** right, right, down, punch

T-Bone Suplex (7): left, up, kick **or** right, up, kick

Fisherman Suplex (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

Reverse Vertical Suplex (7): up, down, kick **or** down, up, kick

Sleeping Neckbreaker (6): left, tieup **or** right, tieup

Neckbreaker (5): left, punch **or** right, punch

Rolling Prawn Hold (4): left, kick **or** right, kick

Ground Moves:

From Feet; Elevated Crab (9): left, right, right, kick **or** right, left, left, kick

From Head; Toehold Half Crab (8): up, down, up, punch, **or** down, up, down, punch

Turnbuckle Moves:

Opponent Onground; Kamikazi Headbutt (6): punch + tieup

Opponent Standing; Dropkick (6): punch + tieup

Corner In Moves:

Tree Of Woe (5): up, up, punch **or** down, down, punch

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Godfather™

IT AIN'T EASY PIMPING!

WRESTLER STATS

Height: 6'6"
Weight: 320 pounds
From: New York, New York
Favorite Quote: "Pimpin' Ain't Easy!"

Finishing Move: The Pimp Drop

GAME STATISTICS

Strength: 8
Toughness: 8
Speed: 5
Recovery: 6
Charisma: 8

Pimpin' ain't easy, and neither is the Godfather! Since returning to his roots as a "player," New York City's own has become one of the most popular superstars in the World Wrestling Federation. On any given night, opponents may find themselves on the receiving end of a very generous offer–battle the Godfather or take home three of his finest ladies! The smart ones choose the latter, while an unfortunate few opt to take a beating from the superstar. In addition to his love of women, the Godfather is also a talented ring technician who is trained in the art of no-holds-barred fighting. With his size and strength, many sports-entertainment aficionados claim it is only a matter of time before he captures Federation gold! In the meantime, the Godfather is more than happy to remain the conductor of the world's biggest "ho" train!

GAME TIPS

Despite his controversial persona, the Godfather is one of the toughest superstars in the Federation who can absorb tremendous amounts of punishment. His knowledge of the streets provides exceptional brawling skill–a prowes splayers should take advantage of! One of the Godfather's biggest strengths is his size, with few opponents measuring up to the New York City native. For an interesting tag team combination, pairing the Godfather with Val Venis would result in a blend of "supply and demand." Each complements the other's style perfect!

Ready Moves:

Pimp Drop (8): left, right, down, punch **or** right, left, down, punch

Fall Forward Powerbomb (9): left, right, left, tieup **or** right, left, right, tieup

Fall Away Slam (6): left, down, tieup **or** right, down, tieup

Shoulderbreaker (7): left, up, kick **or** right, up, kick

Spinebuster (6): up, down, tieup **or** down, up, tieup

Shortarm Clothesline (5): up, down, punch **or** down, up, punch

Tieup Moves:

Seated Gutwrench Powerbomb (8): left, up, punch **or** right, up, punch

Samoan Drop (6): left, tieup **or** right, tieup

Three Knee Combo (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

Reverse Powerbomb (8): left, up, punch **or** right, up, punch

German Suplex (6): left, tieup **or** right, tieup

Atomic Drop (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Feet; Stepover Toehold (7): left, down, kick **or** right, down, kick

From Head; Camel Clutch (7): left, down, punch **or** right, down, punch

Running Opponent:

Boot To Face (5): kick

Corner In Moves:

Choke With Boot (4): up, kick

Ho Train (7): left, down, kick **or** right, down, kick **Trademark**

Running Vader Splash (4): kick

Goldust™

GAME STATISTICS

Strength: 4
Toughness: 5
Speed: 5
Recovery: 5
Charisma: 8

WRESTLER STATS

Height: 6'6"
Weight: 260 pounds
From: Hollywood, CA
Title Held: Intercontinental Championship

Finishing Move: The Curtain Call

What twists and turns will the action/adventure epic known as " The Goldust Show" take next? Only Goldust knows for sure, as he is the one writing the script! His blockbuster career began in the World Wrestling Federation in 1995, where he portrayed the classic Hollywood villain. Since that time, he has shocked and amazed us...making us cry one minute and laugh the next. Simply put, the fans are his unwitting viewing audience, and he relishes in knowing he can pull their strings! A long list of co-stars have also made cameos in his longstanding trilogy—from Razor Ramon—from whom he claimed the Intercontinental Title at the 1996 Royal Rumble; to his estranged wife Terri Runnels; as well as Al Snow and the Blue Meanie. However, he claims his greatest performance has yet to be revealed, and many are left wondering how this bizarre saga will unfold!

GAME TIPS

The Golden One is a master of the mind games so you would be wise to psyche out his foes during the course of the bout. One of his greatest strengths is his ability as a wrestling chameleon, as Goldust is able to absorb the offensive strikes of his enemies and turn it against them. His greatest weakness is his high-flying ability, as Goldust

Ready Moves:

Chin Crusher (5): left, down, punch **or** right, down, punch

Leg Scissor Stomp (4): up, down, kick **or** down, up, kick

Shoulderbreaker (7): left, down, kick **or** right, down, kick

Front Backbreaker (6): up, down, tieup **or** down, up, tieup

Shortarm Clothesline (5): up, down, punch **or** down, up, punch

Sidewalk Slam (7): left, right, kick **or** right, left, kick

Tieup Moves:

Bulldog (6): left, tieup **or** right, tieup

Inverted Atomic Drop (5): left, punch **or** right, punch

Neckbreaker (4): left, kick **or** right, kick

Behind Moves:

Curtain Call (9): left, up, tieup **or** right, up, tieup

Bulldog (6): left, tieup **or** right, tieup

Schoolboy Pin (4): left, kick **or** right, kick

Sleeper (5): left, punch **or** right, punch

Ground Moves:

From Side; Spinning Splash (8): left, down, tieup **or** right, down, tieup

From Feet; Headbutt To Groin (5): left, right, kick **or** right, left, kick

From Head; Stump Puller (6): left, down, punch **or** right, down, punch

Running Opponent:

Spinebuster (9): tieup

Turnbuckle:

Opponent Onground; Butt Drop (7): kick + block

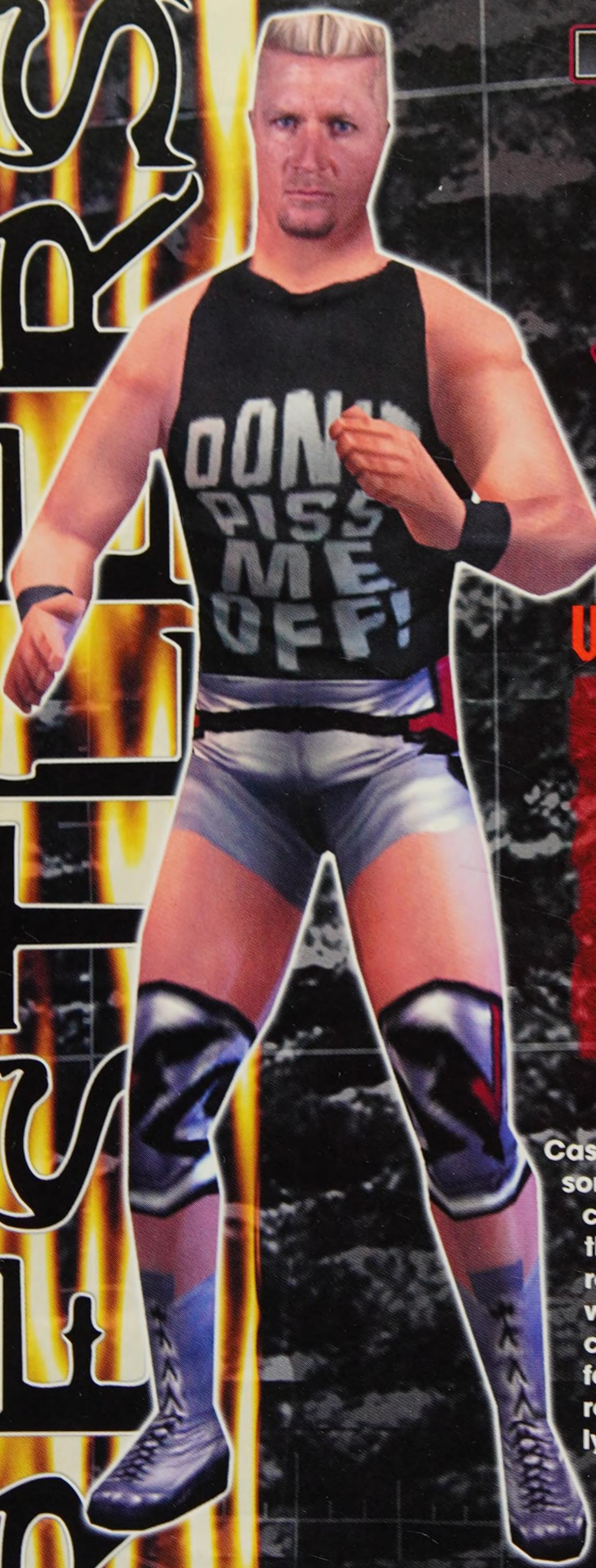
Opponent Standing; Flying Butt Bump (8): tieup + block

Corner In Moves:

Shattered Dreams (6): left, right, punch **or** right, left, punch

Trademark

Running Butt Bump (4): kick



Jeff Jarrett™

GAME STATISTICS

Strength: 5
Toughness: 5
Speed: 7
Recovery: 6
Charisma: 7

WRESTLER STATS

Height: 6'1"
Weight: 230 pounds
From: Nashville, Tennessee
Favorite Quote: "Don't Piss Me Off!"

Finishing Move: Figure-Four Leglock
Titles Held: Intercontinental Championship, Tag Team Championship

Casting aside his neon cowboy hat and country-western persona, Jeff Jarrett realized what kind of "Attitude" it took to succeed in the World Wrestling Federation. Following his return to the Federation in 1997 this former Intercontinental Champion reunited with longtime associate Debra, adding yet another weapon to his in-ring arsenal. Thanks to Debra, no opponent can keep his eyes off the blonde beauty! In 1998, Jarrett found a tag team partner in Owen Hart after the two were revealed to be under the guise of the Blue Blazer—and quickly rose up the tag team ranks to defeat the Big Boss Man and Ken Shamrock for the Tag Team Championship! Opponents who make the mistake of pissing off the Nashville native could face vengeance in the form of his guitar, which Jeff often smashes over his foe's head!

GAME TIPS

Jarrett is exceptionally quick on the canvas, and can outmaneuver any attack an enemy might throw at him. The Nashville native's speed will allow you to block or duck any strike—but practice makes perfect! One of Jarrett's favorite moves is the figure-four leglock, a punishing submission that he often uses as his finisher. For a run at the tag team gold, pair Jeff with Owen Hart

Ready Moves:

Shoulderbreaker (5): left, right, punch, **or** right, left, punch

Single Arm DDT (5): up, down, punch, **or** down, up, punch

Spine Buster (6): up, down, tieup, **or** down, up, tieup

Spinning Neck Breaker (5): left, up, punch **or** right, up, punch

Japanese Arm Drag (4): up, down, kick **or** down, up, kick

Small Package (4): left, right, kick **or** right, left, kick

Tieup Moves:

Piledriver (9): up, down, up, tieup **or** down, up, down, tieup

Front Suplex (6): left, tieup **or** right, tieup

Shoulderbreaker (5): left, punch **or** right, punch

Inverted Atomic Drop (4): left, kick **or** right, kick

Behind Moves:

Front Russian Legsweep (5): left, punch **or** right, punch **Trademark**

Bridging German Suplex (6): left, tieup **or** right, tieup

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Side; Spinning Armhold (7): left, right, tieup **or** right, left, tieup

From Feet; Figure-Four Leglock (8): left, right, down, kick **or** right, left, down, kick

From Head; Stump Puller (8): up, down, up, punch **or** down, up, down, punch

Running Opponent:

Spinning Heel Kick (6): kick

Running Player:

Dropkick (5): kick

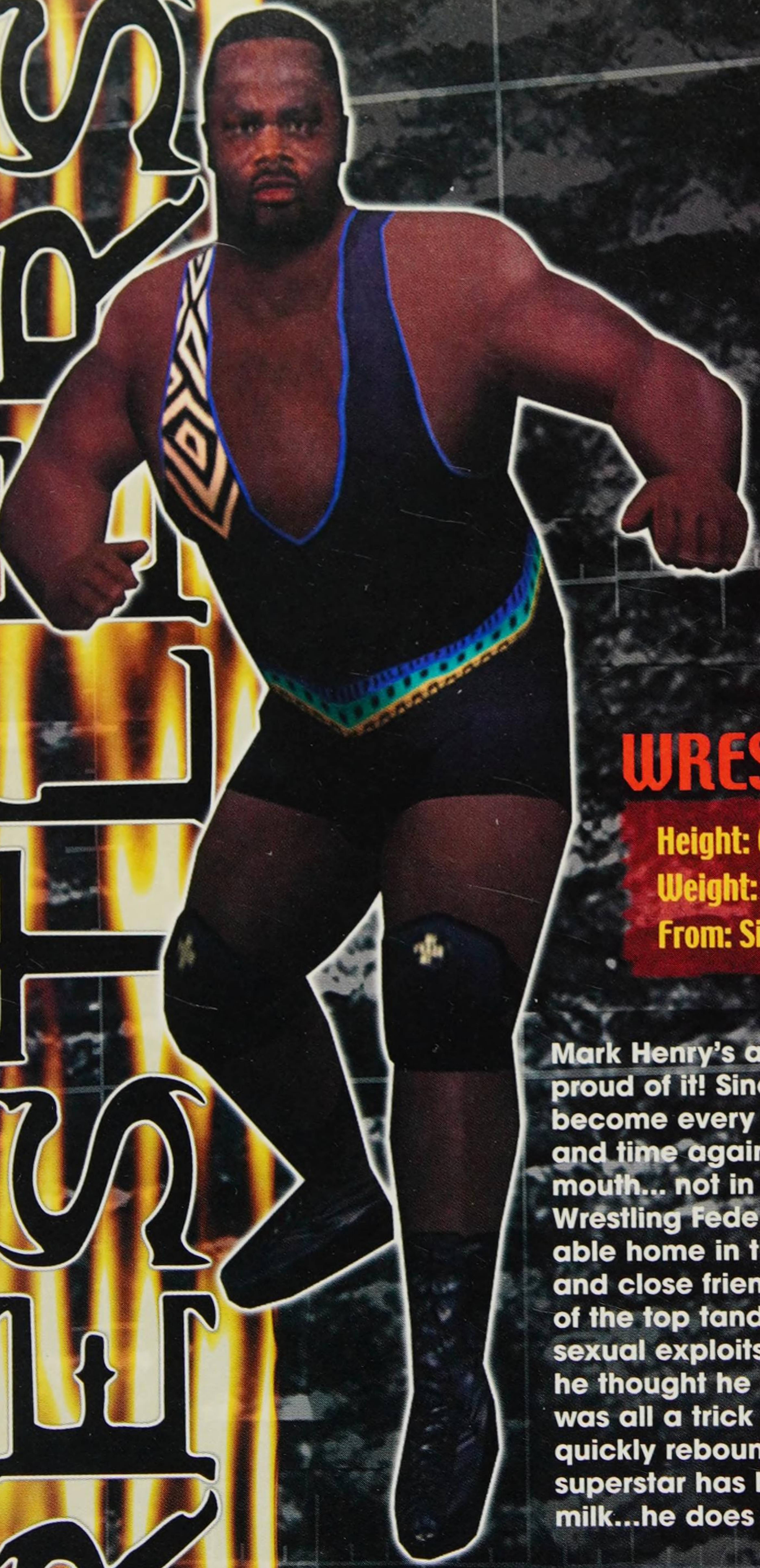
Turnbuckle Moves:

Onground Fist Drop (7): kick + block

Standing Body Press (7): kick + block

Corner In Moves:

Oklahoma Stampede (5): up, up, punch **or** down, down, punch



MARK HENRY

GAME STATISTICS

Strength: 9
Toughness: 6
Speed: 4
Recovery: 4
Charisma: 9

WRESTLER STATS

Height: 6'1"
Weight: 400 pounds
From: Silsby, TX

Mark Henry's a lover, not a fighter. He's "Sexual Chocolate" and proud of it! Since discovering his newfound charisma, Henry has become every woman's fantasy and every man's jealousy. Time and time again, he's proven "Sexual Chocolate" melts in your mouth... not in your hands. This former Olympian made his World Wrestling Federation debut in 1996, and soon found a comfortable home in the Nation. When the faction finally split, Henry and close friend D'Lo Brown pooled their talents, becoming one of the top tandems in the Federation! However, it was Henry's sexual exploits that garnered him a share of the spotlight when he thought he had won over the heart of Chyna. Unfortunately, it was all a trick by the Ninth Wonder of the World—but Henry quickly rebounded with a new interest in Ivory. Since then the superstar has become the perfect lover—proving he's just like milk...he does all the ladies' bodies good!

GAME TIPS

Few superstars in the Federation can equal the strength of "Sexual Chocolate." Bear hugs, powerful clotheslines and big splashes will take the gas out of almost any foe! Henry is a lover at heart, but once the big man gets angry his path of destruction is unstoppable. Players should avoid sending Henry to the top rope, as his lack of speed may cost them the victory. Simply concentrate on wearing down the enemy with a

Ready Moves:

Fall Forward Powerbomb (8): left, right, down, punch **or** right, left, down, punch

Bearhug (5): left, right, kick **or** right, left, kick

Choke (4): left, up, kick **or** right, up, kick

Gorilla Press Slam (8): up, down, up, punch **or** down, up, down, punch **Trademark**

Press Slam (7): up, down, kick **or** down, up, kick

Shortarm Clothesline (5): left, down, punch **or** right, down, punch

Spinebuster (5): left, up, punch **or** right, up, punch

Tieup Moves:

Hanging Vertical Suplex (8): left, up, punch **or** right, up, punch

Side Belly To Belly Suplex (6): left, tieup **or** right, tieup

Shoulderbreaker (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

Full Nelson Slam (6): left, tieup **or** right, tieup

Atomic Drop (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Side; Death From Above (9): left, right, up, tieup **or** right, left, up, tieup

From Feet; Half Crab (7): up, down, kick **or** down, up, kick

From Head; Squeeze Head (7): up, down, punch, **or** down, up, punch

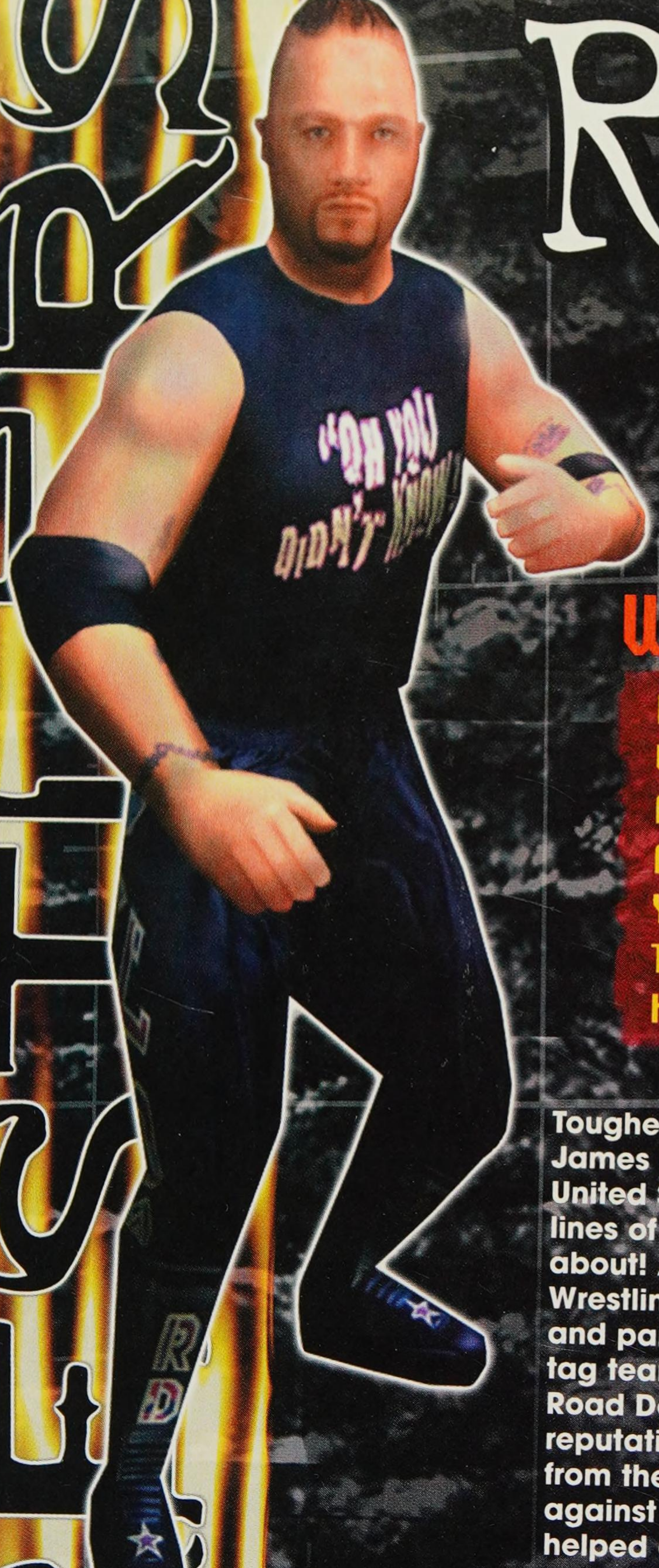
Running Opponent:

Press Slam (9): tieup

Corner In Moves:

Belly To Belly Suplex (6): up, up, tieup **or** down, down, tieup

Running Vader Splash (4): kick



Road Dogg

GAME STATISTICS

Strength: 5
Toughness: 8
Speed: 7
Recovery: 6
Charisma: 7

WRESTLER STATS

Height: 6'2"
Weight: 236 lbs.
From: Nashville, Tennessee
Favorite Quote: "Oh, you didn't know? Your ass better call somebody!"
Titles Held: Federation Tag Team Championship, Hardcore Championship

Tougher than leather and harder than nails, Road Dogg Jesse James can take any punishment and give it back tenfold! A United States Marine Corps standout who served on the front lines of the Gulf War, the superstar knows what survival is all about! As a member of the most controversial group in World Wrestling Federation history, D-Generation X, the D-O-Double G and partner "Badd Ass" Billy Gunn combine to form three-time tag team champions the New Age Outlaws. In the singles ranks Road Dogg is one of the top hardcore athletes in the sport, a reputation that helped earn him the Hardcore Championship from the Big Boss Man in 1998. During his reign, Jesse competed against the likes of Mankind and Al Snow—contests that James helped establish as hardcore classics!

GAME TIPS

Road Dogg loves to use weapons—and lots of 'em! Chairs, tables, garbage cans, even the kitchen sink—any one of them is a valuable tool for the superstar to use. If you want to go hardcore on an opponent, Jesse is the man for the job. Don't be afraid to take Road Dogg out of the ring for an assault, as the ringside area is where he can inflict the most damage. If you're looking for some aggressive fun in a specialty match, Road Dogg is your best bet! O, for a run at the Tag Team gold, form the New Age Outlaws with Billy Gunn

Ready Moves:

Spinal Tap (5): up, down, punch **or** down, up, punch

DDT (6): left, right, tieup **or** right, left, tieup

Drop Toehold (4): left, right, kick **or** right, left, kick

Sidewalk Slam (7): left, down, kick **or** right, down, kick

Neckbreaker (5): left, right, punch **or** right, left, punch

Tieup Moves:

Piledriver (9): up, down, tieup **or** down, up, tieup

Neckbreaker (4): left, kick **or** right, kick

Vertical Suplex (5): left, punch **or** right, punch

Side Backbreaker (6): left, tieup **or** right, tieup

Behind Moves:

Russian Leg Sweep (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Stretch Armstrong (7): left, right, kick **or** right, left, kick

Ground Moves:

From Side; Crazylegs Kneedrop (7): left, right, tieup **or** right, left, tieup **Trademark**

From Feet; Texas Cloverleaf (8): left, right, left, kick **or** right, left, right, kick

From Head; Neck Whip (6): up, down, punch **or** down, up, punch

Running Player:

Running Head Scissors (8): tieup

Dropkick (5): kick

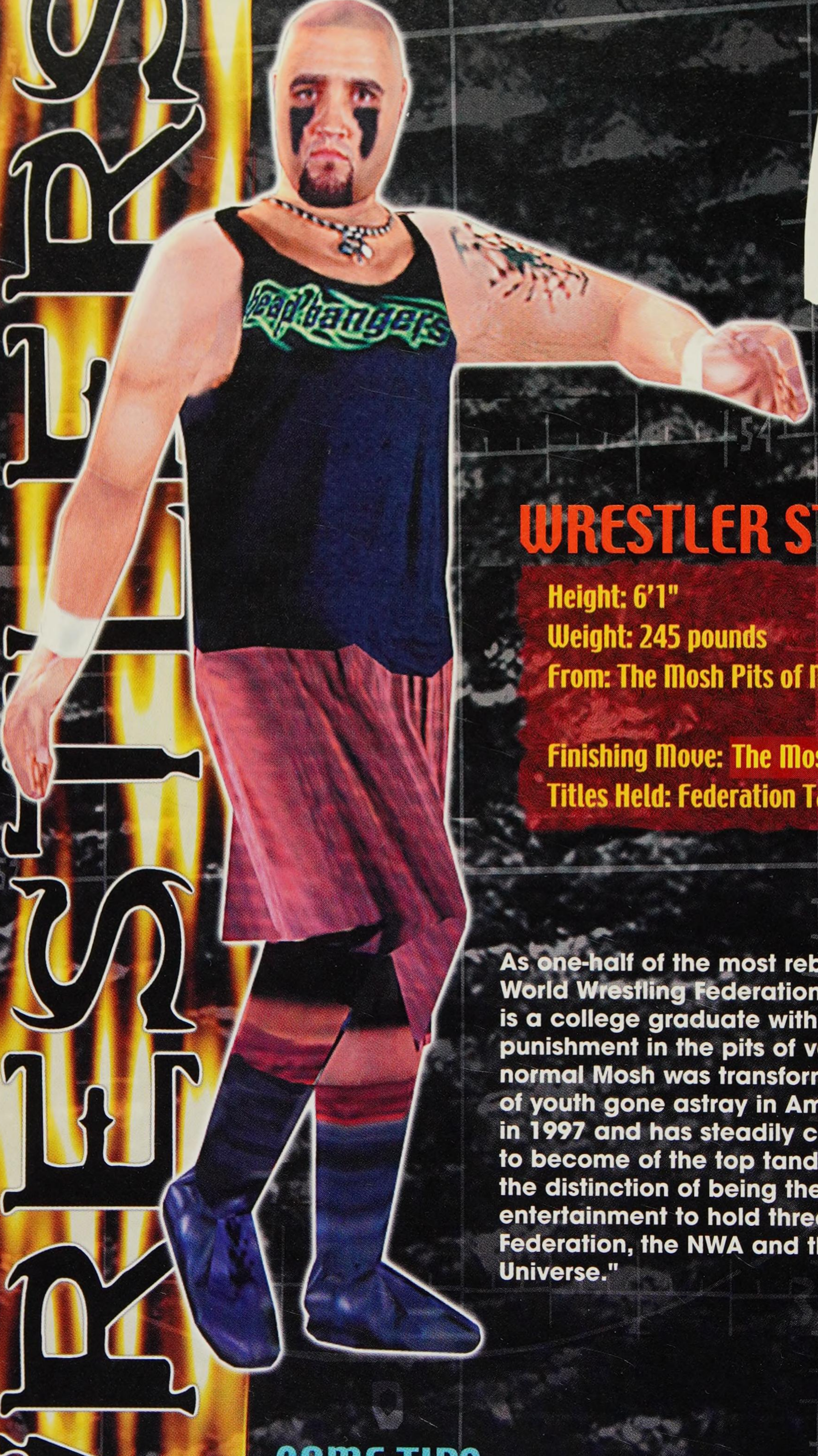
Turnbuckle Moves:

Opponent Standing; Dropkick (7): kick + block

Corner In Moves:

Swinging DDT (7): up, down, kick **or** down, up, kick

Mosh



GAME STATISTICS

Strength: 5
Toughness: 5
Speed: 7
Recovery: 5
Charisma: 5

WRESTLER STATS

Height: 6'1"
Weight: 245 pounds
From: The Mosh Pits of New Jersey

Finishing Move: The Mosh Pit
Titles Held: Federation Tag Team Championship

As one-half of the most rebellious tandem in the sport, many World Wrestling Federation fans are shocked to learn that Mosh is a college graduate with a teaching degree. Thanks to hours of punishment in the pits of various heavy-metal concerts, the once normal Mosh was transformed into a living, breathing example of youth gone astray in America! The duo entered the Federation in 1997 and has steadily climbed their way up through the ranks to become of the top tandems in the sport. Currently, they hold the distinction of being the only duo in the history of sports-entertainment to hold three different tag team titles—the Federation, the NWA and the "Tag Team Championship of the Universe."

GAME TIPS

Much like his tag team partner, Mosh enjoys a good brawl. He is especially skilled at throwing forearms or boots to an opponent—a skill he learned in the pits of Pantera and Marilyn Manson! Once again, players should master his "Stage Dive" finisher, as it will be an effective tool in finishing off opponents. Another effective weapon Mosh

Ready Moves:

Fall Forward Powerbomb (8): left, up, right, punch **or** right, up, right, punch

Chin Crusher (5): up, down, punch **or** down, up, punch

Gutwrench Suplex Butt (6): left, right, tieup **or** right, left, tieup

Single Arm DDT (5): left, right, punch **or** right, left, punch

Headlock Takedown (4): left, up, kick **or** right, up, kick

Tieup Moves:

Powerbomb (6): left, tieup **or** right, tieup

Inverted Atomic Drop (5): left, punch **or** right, punch

DDT (4): left, kick **or** right, kick

Behind Moves:

Reverse Brainbuster (9): left, up, tieup **or** right, up, tieup

Reverse Vertical Suplex (6): left, tieup **or** right, tieup

Neckbreaker (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Side; Spinning Armhold (7): left, right, tieup **or** right, left, tieup

From Feet; Surfboard (6): up, down, kick **or** down, up, kick

From Head; Toehold Half Crab (8): up, down, up, punch **or** down, up, down, punch

Running Opponent:

Flapjack (7): tieup

Turnbuckle Moves:

Opponent Onground; The Mosh Pit (9): kick + punch

Opponent Standing; Hurricanrana (7): kick + block

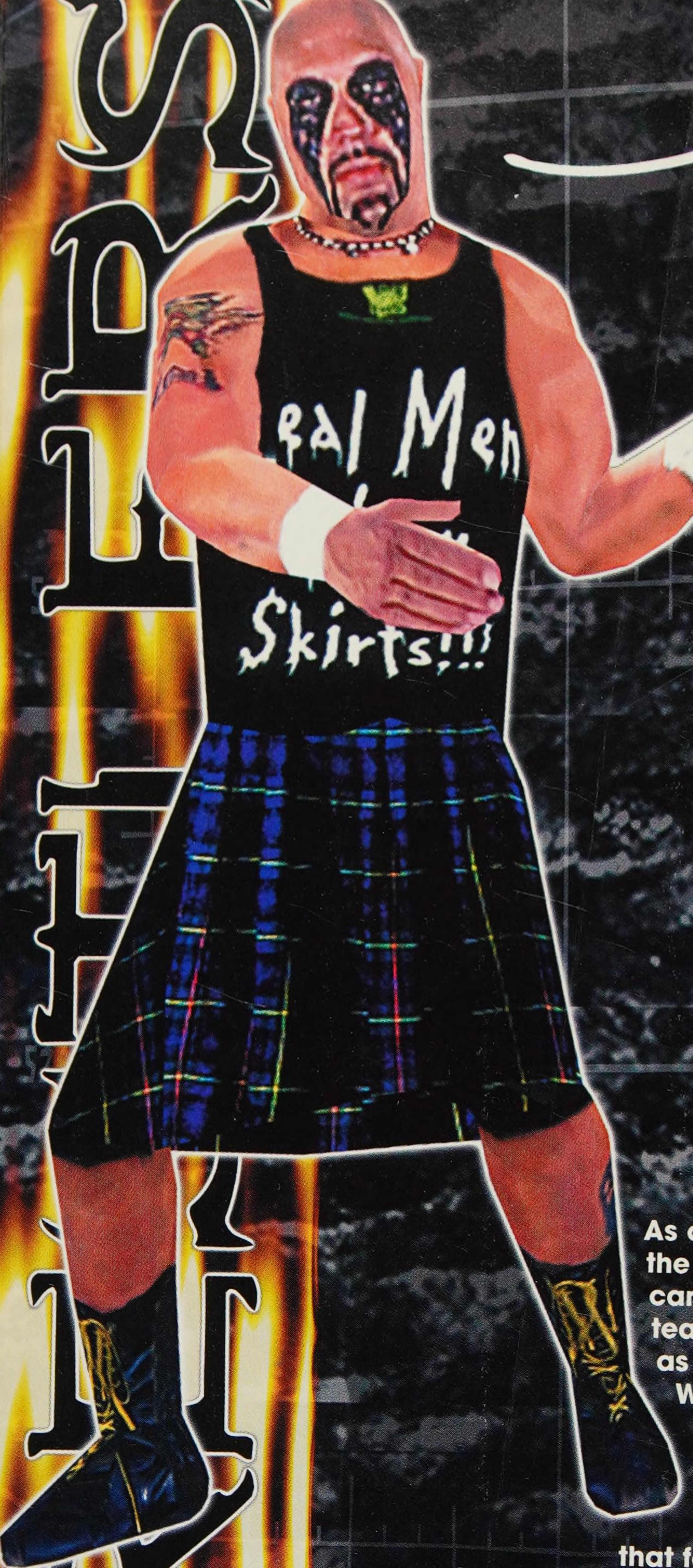
Corner In Moves:

Turnpost Slam (5): up, up, punch **or** down, down, punch

Running Butt Bump (4): kick
Trademark

WRESTLERS

Thrasher



WRESTLER STATS

Height: 6'2"
Weight: 247 pounds
From: The Mosh Pits of New Jersey

Finishing Move: The Stage Dive
Titles Held: Federation Tag Team Championship

GAME STATISTICS

Strength: 5
Toughness: 5
Speed: 7
Recovery: 5
Charisma: 5

As one-half of the Headbangers, Thrasher is the high-flyer of the heavy-metal tandem. Following the start of a singles career in the early 90s, the superstar helped train his tag team partner Mosh! Realizing they clicked on all cylinders as a duo, the Headbangers eventually broke into the World Wrestling Federation in 1997, and pulled off a major victory at WrestleMania 13 by winning a four-team elimination bout. Later that year, Mosh and Thrasher would realize their dream of claiming the Federation Tag Team Championship! In the months that followed, Thrasher joined his partner in capturing the NWA Tag Team gold as well as becoming the self-proclaimed "Tag Team Champions of the Universe."

GAME TIPS

Despite his outlandish appearance, Thrasher is a sound technical competitor who can compete in a variety of styles. Like his partner, the superstar excels at brawling—a trait he learned in the mosh pits of heavy-metal melees. If a weapon presents itself for use, a player would be wise to make it part of Thrasher's offensive strike. Above all, learn to master his finisher the "Stage Dive." It's his

Ready Moves:

Chin Crusher (5): left, down, punch **or** right, down, punch

Hurricanrana (5): left, up, punch **or** right, up, punch

Samoan Drop (6): up, down, tieup **or** down, up, tieup

Flying Headscissors (6): left, up, tieup **or** right, up, tieup

Small Package (4): up, down, kick **or** down, up, kick

Tieup Moves:

Floatover Suplex (6): left, tieup **or** right, tieup

Side Slam (5): left, punch **or** right, punch

Neckbreaker (4): left, kick **or** right, kick

Behind Moves:

Bulldog (6): left, tieup **or** right, tieup

Octopus Hold (5): left, punch **or** right, punch

Rolling Prawn Hold (4): left, kick **or** right, kick

Ground Moves:

From Side; Senton Splash (7): left, right, tieup **or** right, left, tieup

From Feet; Half Crab (7): left, right, kick **or** right, left, kick

From Head; Toehold Half Crab (8): up, down, up, punch **or** down, up, down, punch

Running Opponent:

Power Slam (9): tieup

Running Player:

Running Head Scissors (8): tieup

Turnbuckle Moves:

Opponent Onground; Senton Bomb (7): kick + block

Opponent Standing; Stage Dive (9): kick + punch

Corner In Moves:

Flying Headscissors (5): up, up, punch **or** down, down, punch

Running Butt Bump (4): kick
Trademark

BRIAN CHRISTOPHER

TOO SEXY

GAME STATISTICS

Strength: 4
Toughness: 4
Speed: 8
Recovery: 5
Charisma: 8

WRESTLER STATS

Height: 5'10"
Weight: 213 pounds
From: Memphis, Tennessee

Finishing Move: The Tennessee Jam

As the alleged son of Jerry Lawler, "Too Sexy" Brian Christopher is one of the most gifted—and annoying—superstars in the World Wrestling Federation! After making his debut in 1997, the Memphis native became a top contender for the Light Heavyweight Title before turning his attention to the tag team ranks. Alongside "Too Much" partner "Too Hot" Scott Taylor, the duo goes to great lengths to nauseate their opponents in the squared circle by constantly expressing their platonic love for each other. Often at a size disadvantage against their enemies, "Too Much" make up for the difference in their speed and teamwork.

GAME TIPS

Take to the air often with "Too Sexy," as his best offense is a sound aerial attack. Don't make the mistake of thinking Christopher can match power moves with bigger foes! Instead, take advantage of weapons if possible to even the score. Christopher is best suited as a tag team specialist, and would make a perfect partner to conquer the doubles ranks.

Ready Moves:

Crucifix Drop (7): up, down, kick **or** down, up, kick

Leg Scissor Stomp (5): up, down, punch **or** down, up, punch

Hurricanrana (5): left, up, punch **or** right, up, punch

Headlock Takedown (4): left, right, kick **or** right, left, kick

Tieup Moves:

Piledriver (9): left, down, left, tieup **or** right, down, right, tieup

Powerbomb (7): left, right, kick **or** right, left, kick

Bulldog (6): left, tieup **or** right, tieup

DDT (5): left, punch **or** right, punch

Neckbreaker (4): left, kick **or** right, kick

Behind Moves:

Front Russian Legsweep (5): left, punch **or** right, punch **Trademark**

Dragon Suplex (8): up, down, punch **or** down, up, punch

Victory Roll (4): left, kick **or** right, kick

Bridging German Suplex (6): left, tieup **or** right, tieup

Ground Moves:

From Side; Leg Drop (6): left, down, tieup **or** right, down, tieup

From Feet; Headbutt To Groin (6): left, down, kick **or** right, down, kick

From Head; Camel Clutch (8): left, right, up, punch **or** right, left, up, punch

From Head; La Magistral (5): left, down, punch **or** right, down, punch

Turnbuckle Moves:

Opponent Onground; Tennesee Jam (8): tieup + block

Opponent Onground; Senton Bomb (7): kick + block

CHYNA™

GAME STATISTICS

Strength: 8
Toughness: 7
Speed: 5
Recovery: 6
Charisma: 5

WRESTLER STATS

The Ninth Wonder of the World
From: Team Corporate

A former member of DX and the back-up muscle for Team Corporate, Chyna is a female combatant who can match size and strength with many male counterparts in the World Wrestling Federation. A former fitness competitor and fully licensed boxer, the superstar is experienced in several forms of hand-to-hand combat. Entering the Federation in 1997, Chyna was the bodyguard for Triple H—and later became the cohesive force behind D-Generation X. However, her appetite for the spotlight would eventually overshadow her loyalty to the controversial faction. Following a generous offer from Mr. McMahon, the Ninth Wonder of the World turned her back on DX...mowing down Triple H in the process! As a member of Team Corporate, Chyna is hell-bent on not only annihilating anyone who gets in her way, but dismantling the faction she once helped to flourish as well.

GAME TIPS

Chyna is as tough as anyone—male or female! As she has proven, she can hang with any man in the squared circle and teach them all a lesson in aggression as well. One of Chyna's favorite maneuvers is the Hurrcanrana, a punishing strike that can potentially knock a foe unconscious. Thanks to her dedication to the weight room, she is also just as powerful—if not more so—than most superstars!

Ready Moves:

Running Knee Hit (5): left, down, punch **or** right, down, punch

Hairgrab Takeover (4): up, down, kick **or** down, up, kick

Hurricanrana (8): left, right, up, punch **or** right, left, up, punch

Pedigree (7): left, down, kick **or** right, down, kick

Throat Toss (7): left, up, kick **or** right, up, kick

Front Backbreaker (6): left, down, tieup **or** right, down, tieup

Snapmare (5): left, up, punch **or** right, up, punch

Leg Drag (4): left, right, kick **or** right, left, kick

Tieup Moves:

Piledriver (9): left, right, up, tieup

Reverse DDT (6): left, tieup **or** right, tieup

Chyna Downstairs (4): left, kick **or** right, kick **Trademark**

Ground Moves:

From Feet; Elbow To Groin (6): up, down, kick **or** down, up, kick

From Head; Kick To Spine (5): left, up, punch **or** right, up, punch

From Head; Leglock Chokehold (7): up, down, punch **or** down, up, punch

Running Player:

Tackle With Punches (8): tieup

Turnbuckle Moves:

Opponent Onground; Knee Drop (7): kick + block

Corner In Moves:

up, tieup

Belly Suplex (6): left,
, tieup

mic Drop (5): left,
nt, punch

r (4): left, kick **or** right,

es:

eft, punch **or** right,

Overhead Press (5): up, up, punch **or** down, down, punch

Punch Hit to Groin (4): punch

Kick Mafia Kick (4): kick

Pose Arms on Hips (0) kick + tieup

or right, left,

Side Belly To
tieup **or** right,

Inverted Ato
punch **or** righ

Chestbreake
kick

Behind Move

Sleeper (5):
punch

Sable™

GAME STATISTICS

Strength: 5
Toughness: 6
Speed: 6
Recovery: 5
Charisma: 8

WRESTLER STATS

Finishing Move: Sable Bomb

Titles Held: Federation Women's Championship

Sable, the femme fatale of the World Wrestling Federation, is a beauty who packs both brains and brawn! A former model, her first year in the ranks saw a whirlwind romance with former Intercontinental Champion Marc Mero. However, after their relationship soured, the two went their separate ways—with Sable more than willing to defend herself! In November 1998, the beauty won the Federation Women's Championship from Jacqueline at the Survivor Series and went on to engage in a bitter feud with the maniacal Luna. As one of the hottest commodities in the Federation, Sable has not only attracted the attention of fans, but Playboy magazine as well! To her credit, the vixen recently appeared on the cover of the publication—a testament to her true influence in the world of sports-entertainment.

GAME TIPS

Although Sable isn't as experienced in the mat wars as Luna, Chyna or Jacqueline, her mastery of the martial arts and hand-to-hand combat is her greatest strength. The femme fatale can floor her opponents with a flurry of kicks to the midsection or head, setting up two of her favorite finishing maneuvers—the Sablecanrana or Sable Bomb. In order for the beauty to successfully pull off these high-impact moves, her enemy must be severely damaged.

Ready Moves:

Hairgrab Takeover (4): left, right, kick **or** right, left, kick

Hurricanrana (6): up, down, tieup **or** down, up, tieup

Snapmare (5): left, down, punch **or** right, down, punch

Flying Headscissors (5): left, right, punch **or** right, left, punch

Drop Toehold (4): up, down, kick **or** down, up, kick

Tieup Moves:

Bulldog (6): left, tieup **or** right,tieup

Three Knee Combo (5): left, punch **or** right, punch

Leg Stretch (4): left, kick **or** right, kick

Sablebomb (7): up, down, kick **or** down, up, kick

Behind Moves:

Bulldog (6): left, tieup **or** right, tieup

Russian Leg Sweep (5): left, punch **or** right, punch

Victory Roll (4): left, kick **or** right, kick

Ground Moves:

From Side; Splash (7): left, right, tieup, **or** right, left, tieup

From Feet; Leg Grapevine (7): left, right, kick **or** right, left, kick

From Head; Leglock Chokehold (7): left, right, punch, **or** right, left, punch

Running Opponent:

High Leg Clothesline (6): kick

Running Player:

Cross Body Block (8): kick

Turnbuckle Moves:

Opponent Onground; Splash (8): tieup + block

Opponent Standing; Body Press (9): kick + punch

Corner in Moves:

Sablecanrana (7): up, down, kick **or** down, up, kick **Trademark**

Jacqueline™

WRESTLER STATS

Titles Held: Federation Women's Championship

GAME STATISTICS

Strength: 6
Toughness: 6
Speed: 5
Recovery: 5
Charisma: 5

As a former World Wrestling Federation Women's Champion, Jacqueline is one of the most distinguished female combatants in the sport. In her early days, she made a name for herself in several independent wrestling promotions in Texas—often beating her male counterparts in the process! Years later, after the break-up of Sable and Marc Mero, the "Marvelous One" revealed Jacqueline as his new love interest—and immediately unleashed her in an attempt to humiliate the blonde beauty. In a subsequent bout to determine a new Federation Women's Champion, Jacqueline upended her nemesis for the gold—a victory that drove Sable to dedicate herself to mastering mat warfare. Although Sable would claim the gold at their Survivor Series re-match, Jacqueline would go on to form a bond with Terri Runnels...dubbing themselves P.M.S. Together, these pretty mean sisters have vowed to make every male superstar's life a living hell!

GAME TIPS

Along with Chyna and Luna, Jacqueline is one of the toughest female combatants in the sport. Although she lacks the size of her fellow competitors, she more than makes up for it in her strength and skill. Jacqueline excels in the high-flying category, so don't be afraid to attempt an aerial assault with her if you get the opportunity. Hand-to-hand combat is also one of her fortes...as a hard right from the superstar could knock many of her male counterparts cold!

Ready Moves:

Hairgrab Takeover (4): left, down, kick **or** right, down, kick

DDT (6): left, right, tieup **or** right, left, tieup

Flying Headscissors (5): left, up, punch **or** right, up, punch

Tie Up Moves:

Bulldog (6): left, tieup **or** right, tieup

Three Knee Combo (5): left, punch **or** right, punch

Leg Stretch (4): left, kick **or** right, kick

Piledriver (9): up, down, down, tieup **or** down, up, up, tieup

Behind Moves:

Bulldog (6): left, tieup **or** right, tieup

Atomic Drop (5): left, punch **or** right, punch

Low Blow (4): left, kick **or** right, kick

Ground Moves:

Side Splash (7): up, down, tieup **or** down, up, tieup

From Feet; Figure Four Leglock (8): left, right, up, kick **or** right, left, up, kick **Trademark**

From Feet; Headbutt To Groin (6): up, down, kick **or** down, up, kick

From Head; Leglock Chokehold (7): up, down, punch **or** down, up, punch

Running Opponent:

Spinning Heel Kick (8): kick

Running Player:

Tackle With Punches (8): kick

Turnbuckle Moves:

Opponent Onground; Kamikazi Headbutt (6): punch + tieup

Opponent Standing; Shoulder Tackle (7): kick + block

Punch

European Uppercut (4): punch

Pose

Sable (0): kick + tieup

paul bearer

You never knew Bearer could wrestle, did you? Well, neither did he! Due to the fact the rotund manager has never competed in a match in his life, we're guessing his best strategy is to...RUN!!! (Keep in mind...he'll probably only get about three feet before he runs out of breath, so you better have a backup plan.) If somehow the enemy trips and falls—hopefully knocking himself out—you might want to try a big splash with Bearer for the win.

GAME STATISTICS

Strength: 3
Toughness: 3
Speed: 1
Recovery: 2
Charisma: 6

WRESTLER STATS

Manager of The Ministry of Darkness

GAME TIPS

You never knew Bearer could wrestle, did you? Well, neither did he! Due to the fact the rotund manager has never competed in a match in his life, we're guessing his best strategy is to...RUN!!! (Keep in mind...he'll probably only get about three feet before he runs out of breath, so you better have a backup plan.) If somehow the enemy trips and falls—hopefully knocking himself out—you might want to try a big splash with Bearer for the win.

Ready Moves:

Bearhug (5): left, right, punch **or** right, left, punch
Trademark

Hairgrab Takeover (4): left, right, kick **or** right, left, kick

Fall Forward Slam (5): left, down, punch **or** right, down, punch

DDT (6): left, down, tieup **or** right, down, tieup

Side Belly to Belly Suplex (6): up, down, tieup, **or** down, up, tieup

Tieup Moves:

Piledriver (9): left, right, up, tieup **or** right, left, up, tieup

Side Belly to Belly Suplex (6): left, tieup **or** right, tieup

DDT (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

Low Blow (4): left, kick **or** right, kick

Sleeper (5): left, punch **or** right, punch

Reverse DDT (6): left, tieup **or** right, tieup

Ground Moves:

From Side; Splash (7): up, down, tieup, **or** down, up, tieup
From Feet; Spinning Toehold (8): up, down, up, kick **or** down, up, down, kick

From Head; Squeeze Head (7): up, down, punch, **or** down, up, punch

Running Opponent:

Cross Body Block (5): kick

Turnbuckle Moves:

Opponent Onground; Buffet Buster (8): tieup + block

Opponent Standing; Body Press (8): tieup + block

Corner In Moves:

Swinging DDT(7): up, down, kick, **or** down, up, kick

Pose

Bearer Jiggle (0): kick + tieup

Commissioner Michaels

GAME STATISTICS

Strength: 6
Toughness: 7
Speed: 8
Recovery: 7
Charisma: 10

WRESTLER STATS

Height: 6'1"
Weight: 227 pounds
From: San Antonio, Texas
Favorite Quote: "I'm the 'Showstoppa', the Main Event, the ICON!"
Finishing Move: Sweet Chin Music

Titles Held: World Wrestling Federation Grand Slam Champion

There's nothing Shawn's ability won't allow him to do in the ring! From his tremendous high-flying ability to a top-notch ground attack, Michaels is a master of every wrestling style. Players will find that his finisher, the devastating Sweet Chin Music, can down any opponent for the 1-2-3. The only set up HBK needs to administer the assault is to stun a foe for more than a few seconds! Thanks to his ring veteranship, Shawn is also skilled at countering any hold. To increase the chance of victory, try utilizing his top-rope elbowdrop as well!

GAME TIPS

There's nothing Shawn's ability won't allow him to do in the ring! From his tremendous high-flying ability to a top-notch ground attack, Michaels is a master of every wrestling style. Players will find that his finisher, the devastating Sweet Chin Music, can down any opponent for the 1-2-3. The only set up HBK needs to administer the assault is to stun a foe for more than a few seconds! Thanks to his ring veteranship, Shawn is also skilled at countering any hold. To increase the chance of victory, try utilizing his top-rope elbowdrop as well!

Ready Moves:

Sweet Chin Music (7): left, right, kick **or** right, left, kick

HurricanRana (6): up, down, tieup **or** down, up, tieup **Trademark**

Flying Headscissors (5): left, up, punch **or** right, up, punch

Snapmare (5): left, down, punch **or** right, down, punch

Drop Toehold (4): up, down, kick, **or** down, up, kick

Crucifix (4): left, up, kick **or** right, up, kick

Tieup Moves:

Northern Lights Suplex (6): left, tieup **or** right, tieup

Fisherman's Suplex (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Behind Moves:

Bridging German Suplex (6): left, tieup **or** right, tieup

Behind Sleeper (5): left, punch **or** right, punch

Victory Roll (4): left, kick **or** right, kick

Ground Moves:

From Side; Elbow Drop Onto Arm (6): left, down, tieup **or** right, down, tieup

From Side; Spinning Armhold (7): left, up, tieup **or** right, up, tieup

From Feet; Figure Four Leglock (7): left, down, kick **or** right, down, kick

From Head; Leglock Chokehold (7): left, down, punch **or** right, down, punch

Running Opponent:

Drop Toehold (6): kick

Running Player:

Running Head Scissors (8): kick

Turnbuckle Moves:

Onground Shootingstar Press (8): tieup + block

Standing Sky Twister Press (9): block

Corner In Moves:

Flying Headscissors (5): up, up, punch or down, down, punch

Punch:

Grab Head and Punch (4): punch

Pose:

Blowing You Off (0): kick + tieup

JERRY THE KING LAWLER™

WRESTLER STATS

From: Memphis, Tennessee

Finishing Move: The Piledriver

GAME STATISTICS

Strength: 5
Toughness: 6
Speed: 5
Recovery: 5
Charisma: 7

Jerry Lawler's winning strategy is to down opponents with a punishing ground-based attack and then annihilate them with a series of power maneuvers. A good formula to incorporate when using "The King" is to concentrate his aggression on the foe's upper body and head—softening him up for the Piledriver. A variety of clotheslines, neckbreakers and DDTs can help Lawler accomplish the victory!

GAME TIPS

Jerry Lawler's winning strategy is to down opponents with a punishing ground-based attack and then annihilate them with a series of power maneuvers. A good formula to incorporate when using "The King" is to concentrate his aggression on the foe's upper body and head—softening him up for the Piledriver. A variety of clotheslines, neckbreakers and DDTs can help Lawler accomplish the victory!

Ready Moves:

Hairgrab Takeover (4): up, down, kick **or** down, up, kick

Chin Crusher (5): left, down, punch **or** right, down, punch

Snapmare (5): left, up, punch **or** right, up, punch

Spinning Neck Breaker (6): left, right, tieup **or** right, left, tieup

Tieup Moves:

Piledriver(8): left, up, punch **or** right, up, punch

Big Head Punch (7): left, right, kick **or** right, left, kick **Trademark**

Overhead Belly to Belly Suplex (6): left, tieup **or** right, tieup

Inverted Atomic Drop (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

Bulldog (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Ab Stretch (4): left, kick **or** right, kick

Ground Moves:

From Side; Mount Punches (7): left, right, tieup **or** right, left, tieup

From Feet; Surfboard (7): left, right, kick **or** right, left, kick

From Head; Camel Clutch (8): left, right, down, punch **or** right, left, down, punch

Running Opponent:

Power Slam (9): tieup

Running Player:

Cross Body Block (8): tieup

Turnbuckle:

Opponent Onground; Fist Drop (7): kick + block

Corner In Moves:

Belly to Belly Suplex (6): up, up, tieup **or** down, down, tieup

KURRGAN

GAME STATISTICS

Strength: 9
Toughness: 7
Speed: 2
Recovery: 5
Charisma: 6

WRESTLER STATS

Height: 7'
Weight: 350 pounds
From: The Oddities

Finishing Move: **Kurrgan Shuffle**

Once a quiet and uncontrollable superstar, the massive Kurrgan has not only found his inner self, but also a home in the fun-loving group known as the Oddities. Weighing in at 350 pounds and measuring seven feet tall, the giant is one of the most imposing athletes in the sport. Along with Golga and the Giant Silva, Kurrgan rounds out one of the most physically destructive threesomes in World Wrestling Federation history. Aside from his in-ring ability, Kurrgan has also shown himself to be quite a singer and a snazzy dresser to boot! In recent months, the superstar has developed under the tutelage of Hall of Famer George "The Animal" Steele who, despite his unpredictable ways, has taken the Oddities under his wing. With the original Federation "freak" paving the way for Kurrgan, few will be able to stop this monster!

GAME TIPS

Opponents will try to take Kurrgan off his feet early, so beat them to the offensive by pummeling them with a series of power maneuvers. Although the superstar may be a dancin' freak, he also possesses one of the most destructive mean streaks in the Federation. Don't be afraid to take advantage of weapons during the bout, as Kurrgan's added size and strength will add to the impact of the blows!

Ready Moves:

Chokeslam Normal (8): left, right, up, punch **or** right, left, up, punch
Trademark

Fall Forward Slam (6): up, down, tieup **or** down, up, tieup

Throat Toss (7): left, right, kick **or** right, left, kick

Shortarm Clothesline (5): left, right, punch **or** right, left, punch

Knee To Face (4): left, down, kick **or** right, down, kick

Tieup Moves:

Powerbomb (7): left, up, kick **or** right, up, kick

Side Belly to Belly Suplex (6): left, tieup **or** right, tieup

Inverted Atomic Drop (5): left, punch **or** right, punch

Chestbreaker (4): left, kick **or** right, kick

Kurrgan Shuffle (8): up, down, punch **or** down, up, punch

Behind Moves:

Full Nelson Slam (6): left, tieup **or** right, tieup

Russian Leg Sweep (5): left, punch **or** right, punch

Atomic Drop (4): left, kick **or** right, kick

Ground Moves:

Feet Elevated Crab (8): left, right, down, kick **or** right, left, down, kick

Head Squeeze Head (7): left, right, punch **or** right, left, punch

Running Opponent:

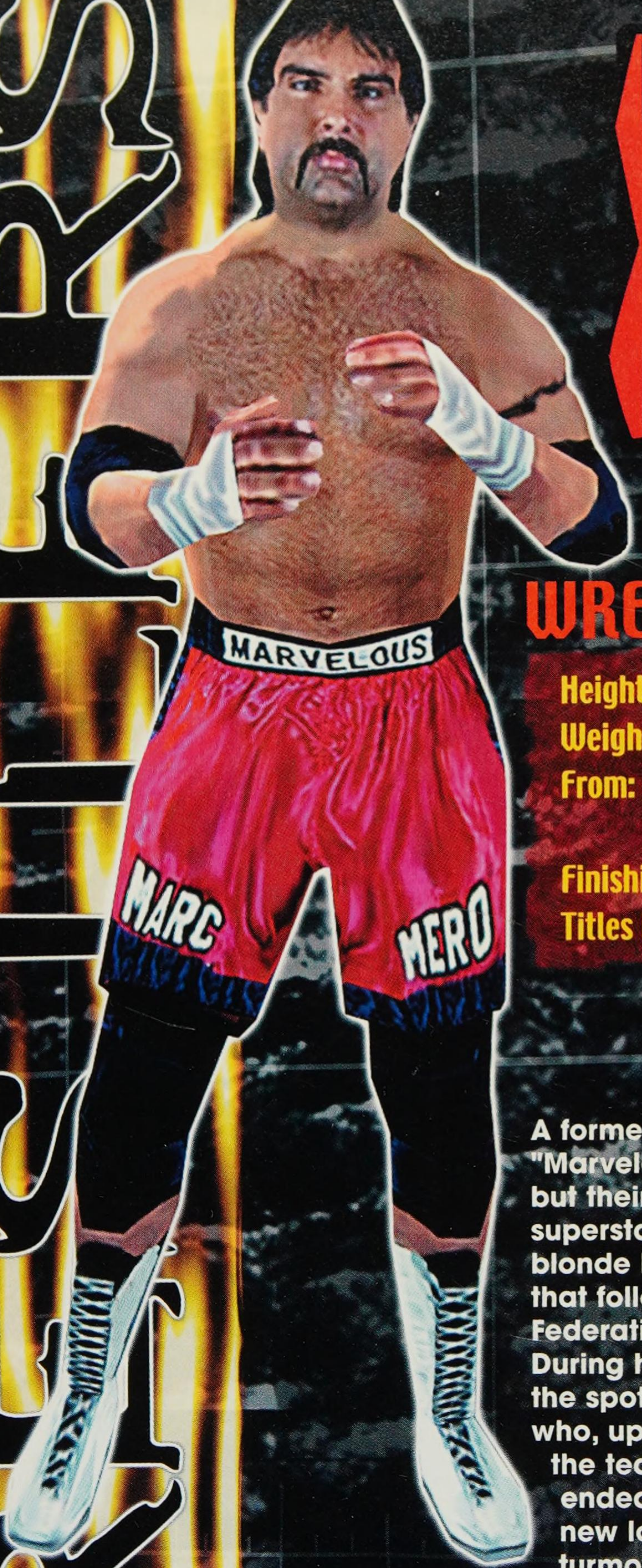
Power Slam (9): tieup

Boot To Face (6): kick

Corner In Moves:

Belly to Belly Suplex (7): up, down, punch **or** down, up, punch

Marvelous MARC•MERO™



GAME STATISTICS

Strength: 6
Toughness: 5
Speed: 6
Recovery: 5
Charisma: 5

WRESTLER STATS

Height: 6'1"
Weight: 235 pounds
From: Buffalo, NY

Finishing Move: TKO
Titles Held: Intercontinental Championship

A former World Wrestling Federation Intercontinental Champion, "Marvelous" Marc Mero once called Sable the love of his life—but their relationship would not have a fairy tale ending! The superstar made his debut at WrestleMania XII, saving the blonde beauty from a verbal assault from Triple H. In the months that followed, Mero and Sable were the premier couple in the Federation...until a knee injury sidelined "Marvelous" in 1997. During his recuperation at home, Sable found her own place in the spotlight and attained celebrity status. This angered Mero who, upon his return, made it clear that he was the true star of the team! Sable had enough of his selfish ways, however, and ended her romance with the superstar. In turn, Mero found a new love interest in the form of Jacqueline—which ended in turmoil as well. Refocused and rededicated to the sport, "Marvelous" is now aiming to go straight back to the top!

GAME TIPS

Mero is a superb technical strategist, and can lock down any opponent on the canvas if need be. A former Golden Gloves champion, the superstar also possesses exceptional boxing skills—and can knock a foe cold with his punching power. As an accomplished aerial artist, "Marvelous" continues to amaze spectators with his high-flying maneuvers, which include the "Marvelocity" triple somersault as well as a shooting star press. But make sure your opponent is stunned before attempting them! Missing such a high-risk attack could spell the downfall of Mero.

Ready Moves:

TKO (9): left, right, right, tieup **or** right, left, left, tieup

Chin Crusher (5): left, up, punch **or** right, up, punch

Hairgrab Takeover (4): left, right, kick **or** right, left, kick

Running Knee Hit (4): left, up, kick **or** right, up, kick

HurricanRana (6): left, up, tieup **or** right, up, tieup

Samoan Drop (5): left, down, punch **or** right, down, punch

Small Package (4): up, down, kick **or** down, up, kick

Tieup Moves:

Piledriver (8): up, down, punch **or** down, up, punch

Samoan Drop (6): left, tieup **or** right, tieup

DDT (5): left, punch **or** right, punch

Armbar (4): left, kick **or** right, kick

Behind Moves:

Bulldog (6): left, tieup **or** right, tieup

Russian Leg Sweep (5): left, punch **or** right, punch

Low Blow (4): left, kick **or** right, kick

Ground Moves:

From Side; Leg Drop (6): up, up, tieup, **or** down, down, tieup

From Feet; Inverted STF (7): left, up, kick **or** right, up, kick

From Head; Camel Clutch (8): up, down, up, punch **or** down, up, down, punch

Running Opponent:

Power Slam (9): tieup

Turnbuckle Moves:

Onground Mero Sault (7): kick + block **Trademark**

Standing Moonsault (7): kick

Corner In Moves:

Hurricanrana (7): up, down, up **or** down, tieup

Punch

Boxer Jab Combo (4): punch

Kick

Dropkick (4): kick

Pose

Boxer Shuffle (0): kick + tieup

SGT. SLAUGHTER

GAME STATISTICS

Strength: 6
Toughness: 7
Speed: 4
Recovery: 5
Charisma: 6

WRESTLER STATS

Height: 6'4"
Weight: 300 pounds

Finishing Move: The Cobra Clutch
Titles Held: Federation Championship

As a former World Wrestling Federation Champion, Sgt. Slaughter is a brutal competitor who excels at the art of beating his opponents into submission. During his heyday, the former boot camp sadist combated the communist threat in the World Wrestling Federation—becoming one of the most popular superstars in the history of the sport in the process. In addition to his in-ring success, Slaughter also gained fame as a lead character on the hit G.I. Joe series. During his return to the ring in the early '90s, the former marine turned his back on America to support the Iraqi movement—a move which catapulted him to the top of the sport. Years later, he would play an intricate role in the success of Mr. McMahon's Team Corporate...assuming the role of Commissioner before handing the reigns over to Shawn Michaels. Still a skilled combatant, Slaughter enjoys whipping any maggot into shape when duty calls!

GAME TIPS

If an opponent makes the mistake of trading punishment with Slaughter, the fight will surely belong to the former marine! Thanks to his years of in-ring wars, the superstar is tougher than leather and can assault opponents in a variety of ways. One of his favorites is with weapons, be it a chair or whatever else you can get his hands on. An important tip for players is to avoid using Slaughter in aerial attacks. Despite his accomplishments, the sadist never fared well coming off the top!

Ready Moves:

Fall Forward Slam (6): left, down, tieup **or** right, down, tieup

Bearhug (5): up, down, punch **or** down, up, punch

Gorilla Press Slam (8): left, right, up, punch **or** right, left, up, punch

Shoulder Breaker (7): left, up, kick **or** right, up, kick

Spinning Neck Breaker (6): up, down, tieup **or** down, up, tieup

Headlock Takedown (4): left, down, kick **or** right, down, kick

Tieup Moves:

Piledriver (8): up, down, punch, **or** down, up, punch **Trademark**

Bulldog (6): left, tieup **or** right, tieup

Shoulder Breaker (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

Cobra Clutch (6): left, tieup **or** right, tieup

Atomic Drop (5): left, punch **or** right, punch

Schoolboy Pin (4): left, kick **or** right, kick

Ground Moves:

From Feet; Boston Crab (7): left, right, kick **or** right, left, kick

From Head; Camel Clutch (8): up, up, down, punch, **or** down, down, up, punch

Running Opponent:

Power Slam (9): tieup

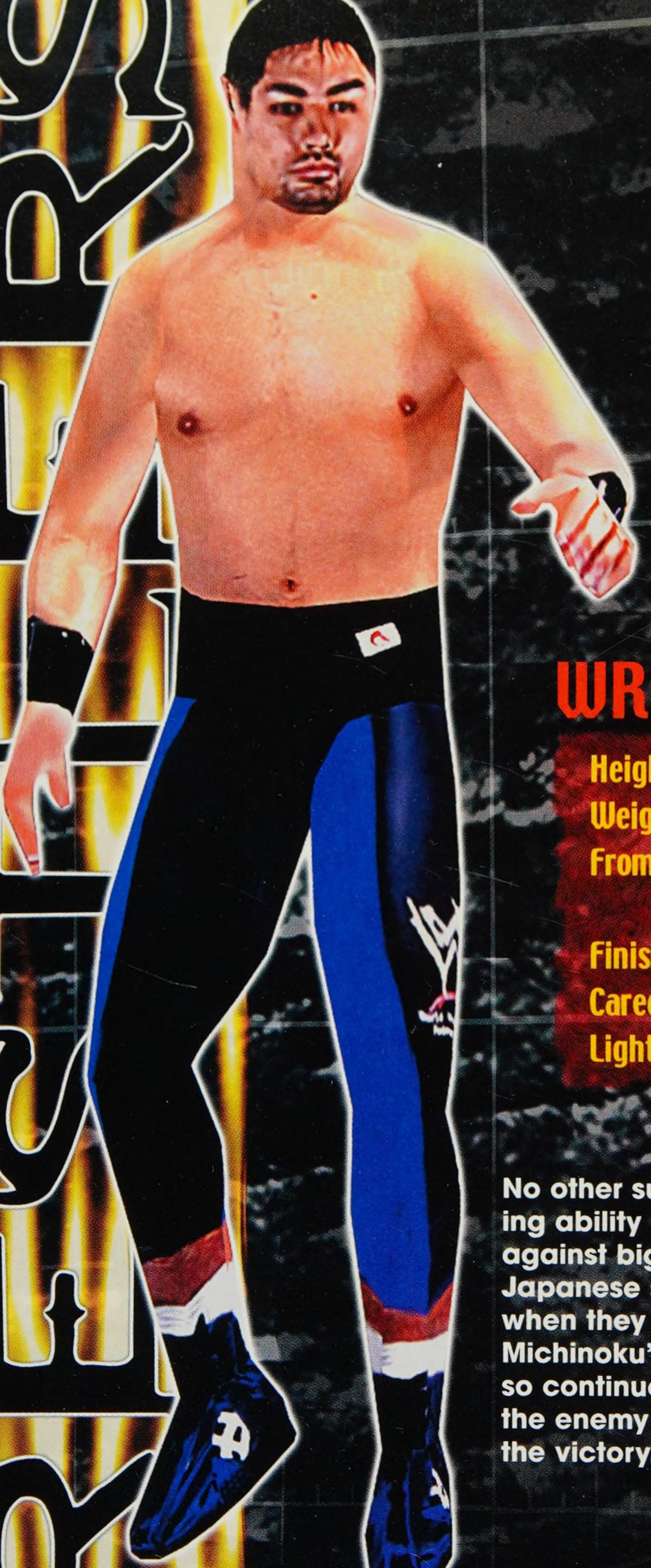
Turnbuckle Moves:

Opponent Onground; Driving Elbow (6): punch + tieup

Corner In Moves:

Choke With Boot (4): up, up, kick **or** down, down, kick

Overhead Press (5): up, up, punch, **or** down, down, punch



TAKA 鷹™

WRESTLER STATS

Height: 5'8"
Weight: 206 pounds
From: Iwate, Japan

Finishing Move: The Michinoku Driver
Career Highlight: World Wrestling Federation Light Heavyweight Championship

GAME STATISTICS

Strength: 3
Toughness: 4
Speed: 10
Recovery: 6
Charisma: 4

No other superstar in the Federation has the speed and high-flying ability of Taka Michinoku. Use this asset to your advantage against bigger opponents like the Undertaker or Kane, as the Japanese star can run circles around them. However—if and when they catch Michinoku, it might be another story! Michinoku's greatest weakness is his lack of size and strength, so continue to pour on the aerial punishment. When you have the enemy stunned, Taka's Michinoku Driver finisher can garner the victory.

GAME TIPS

No other superstar in the Federation has the speed and high-flying ability of Taka Michinoku. Use this asset to your advantage against bigger opponents like the Undertaker or Kane, as the Japanese star can run circles around them. However—if and when they catch Michinoku, it might be another story! Michinoku's greatest weakness is his lack of size and strength, so continue to pour on the aerial punishment. When you have the enemy stunned, Taka's Michinoku Driver finisher can garner the victory.

Ready Moves:

Michinoku Driver (8): left, right, down, punch **or** right, left, down, punch

Enziguri (5): left, up, punch **or** right, up, punch

Flying Headscissors (6): up, down, tieup, **or** down, up, tieup

Snapmare (5): left, right, punch **or** right, left, punch

Japanese Arm Drag (4): left, down, kick **or** right, down, kick

Crucifix (4): left, up, kick **or** right, up, kick

Tieup Moves:

Overhead Belly Suplex (6): left, tieup **or** right, tieup

Bulldog (5): left, punch **or** right, punch

Backbreaker (4): left, kick **or** right, kick

Behind Moves:

Bulldog (6): left, tieup **or** right, tieup

Sleeper (5): left, punch **or** right, punch

Rolling Prawn Hold (4): left, kick **or** right, kick

Ground Moves:

From Side; Longbow Backbreaker (8): up, down, up, tieup **or** down, up, down, tieup

From Feet; Surfboard (7): left, right, kick **or** right, left, kick

From Head; Kick To Spine (6): left, right, punch, **or** right, left, punch

Running Opponent:

Arm Drag (7): kick

Running Player:

Running Head Scissors (8): kick

Turnbuckle Moves:

Opponent Onground; 450 Splash (8): tieup + block

Opponent Standing; Moonsault (7): block

Corner In Moves:

Swinging DDT (7): up, down, kick **or** down, up, kick **Trademark**

Punch

Crane Wing Punch (4): punch

Kick

Dropkick (4): kick

Pose

Taka Armswide (0): kick + tieup

CHAPTER 02

"WWF Attitude" contains over 400 maneuvers, many of which you'll have to learn in order to become THE most ELECTRIFYING superstar in sports-entertainment! Since we don't have the time to train your Rudy-Poo @#$ in the ring, the only schoolin' you'll get is found in this chapter.

Although we couldn't fit EVERY maneuver in this strategy guide (quit yer complaining?we needed you to lift this freakin' book to buy it!), many of the high-impact assaults your favorite superstars use and how to perform them are at your fingertips.

Every move, including the finishers, are listed in alphabetical order for easy reference. Add to that the detailed descriptions and the level of damage they inflict, as well as the counter holds! Hell, we've even included what superstars can execute them, since we don't want you fallin' on your face when something backfires!

10
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WWF

MOVE REVERSALS

Move: Suplex off Apron
Reversal: Suplex Reversal

On Apron Facing Away:
Reversal: Tope Rope Clothesline

Move: Arm Wrench
Reversal: Top Wristlock and Hammerlock

Move: Behind Tie-up
Reversal: Back Elbow, back switch, kick to groin

Move:Body Slam
Reversal: Floatover Suplex

Move: Corner Whip
Reversal: Whip Reversal

Move: Hammerlock
Reversal: Arm Wrench and Top Wristlock

Move: Hiptoss
Reversal: Hiptoss Reversal

Move: Sitting on Shoulders
Reversal: Victory Roll and Punch Face

Move: Powerbomb
Reversal: Hurricanranna

Move: Hurricanranna
Reversal: Powerbomb

Move: Tie-up
Reversal: Eyepoke

Move: Walk the Rope Arm Wrench
Reversal: Walk Ropes Reversal

Move: Piledriver
Powerbomb
Fall Forward Powerbomb
(Ready Move) Running Seated Powerbomb
(Ready Move) Leg Scissor Stomp
Crucifix Drop
Seated Crucifix Drop

Reversal: Suplex

Move: Suplex
Fisherman's Suplex
Suplex off Apron
(Tie-up) Front Suplex
Floatover Suplex
Brainbuster
Hanging Powerslam
Front Brainbuster
Hanging Brainbuster

Reversal: Suplex

Move: Whip From Tieup
Reversal: Whip Reversal

Move: Standing Side Headlock
Reversal: Belly Back Suplex

Move: On Turnbuckle Facing In:
Reversal: Punch Off Turnbuckle

Move: Whip
Reversal: Grab Ropes

Move: On Turnbuckle Facing Out:
Reversal: Back Elbow Off Turnbuckle

Move: Gorilla Press Slam
Reversal: Floatover Suplex

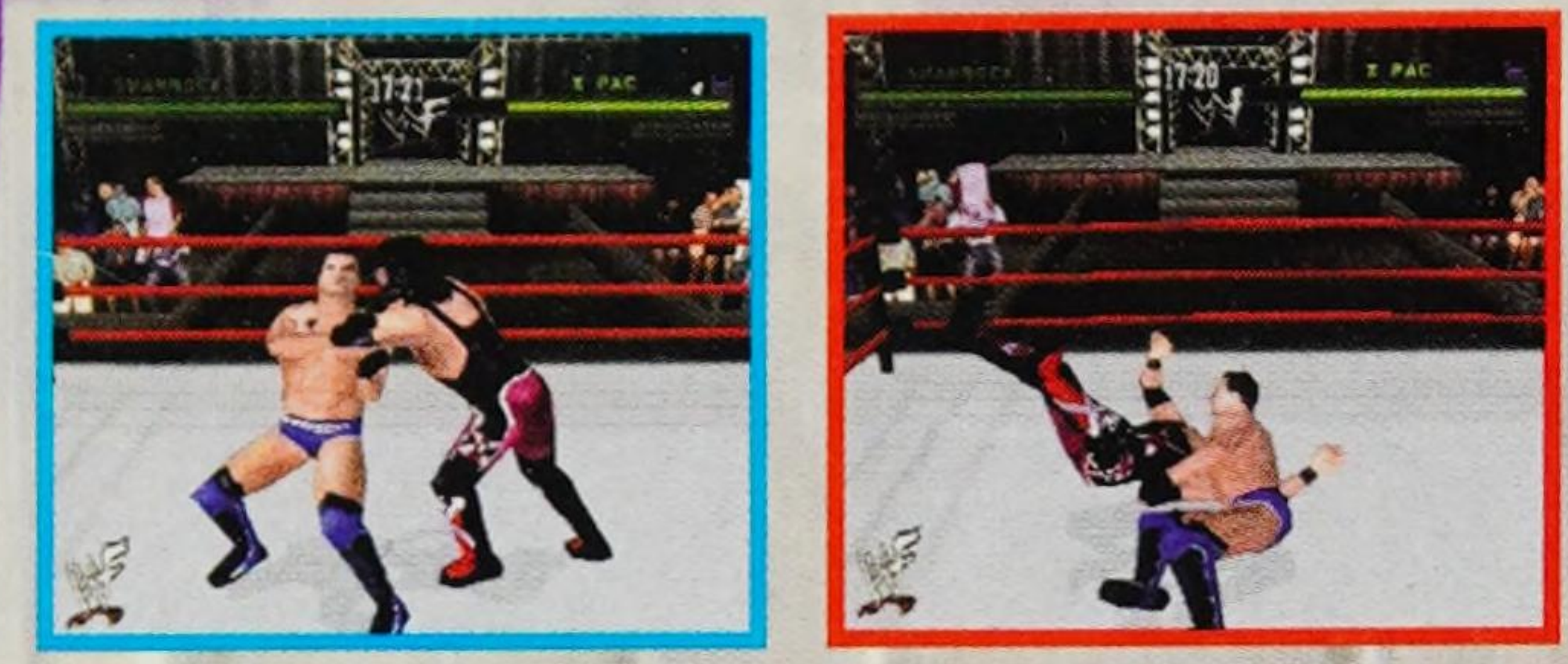
Move: Scoop Slam
Reversal: Floatover Suplex

Move: Fall Forward Slam
Reversal: Floatover Suplex

Reversals!

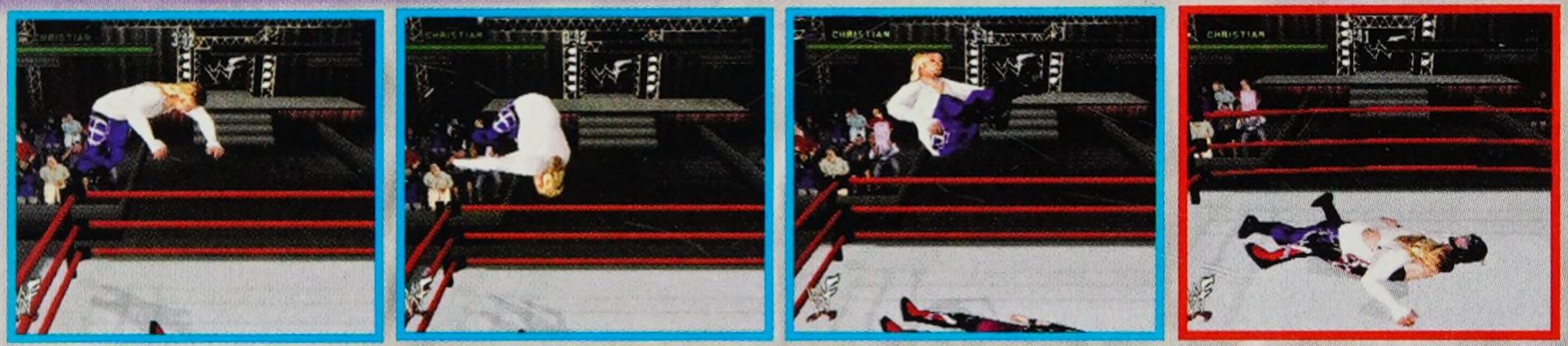
Are you tired of your opponent damaging you with a very powerful move? If you hit the block button at just the right time, you can prevent your opponent from performing that move with a reversal move of your own! Here are some of the moves that you are able to reverse and the moves that you and your superstar will reverse them with.

ARM DRAG



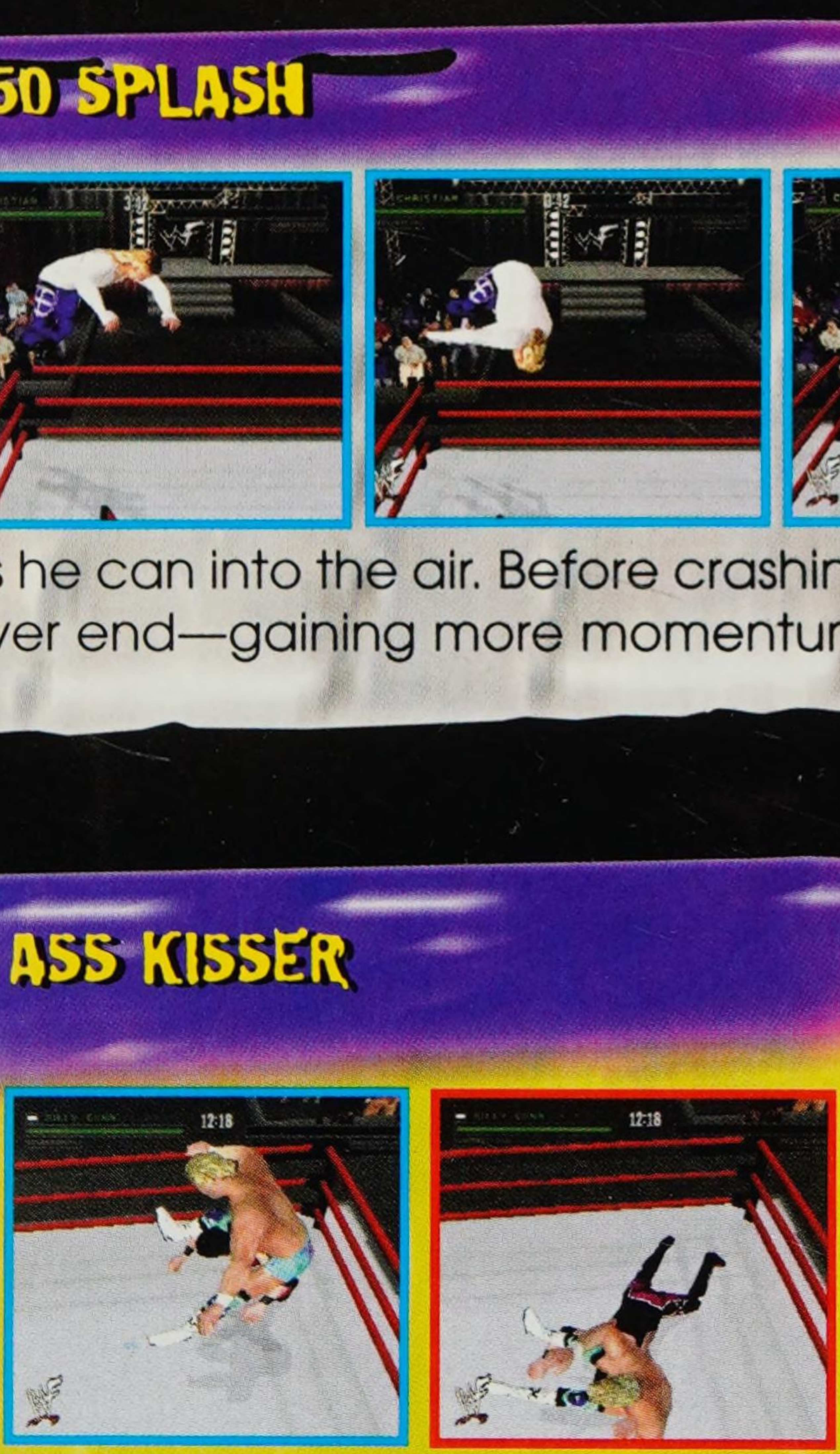
Delivered to a charging or standing opponent. The superstar performing the move grabs his opponent by his arm, and throws him across his body to the mat.

450 SPLASH



With the opponent dazed on the canvas, the offensive superstar climbs to the second or top rope and leaps as far as he can into the air. Before crashing down on the victim, the superstar flips his body end over end—gaining more momentum for the impact of the splash!

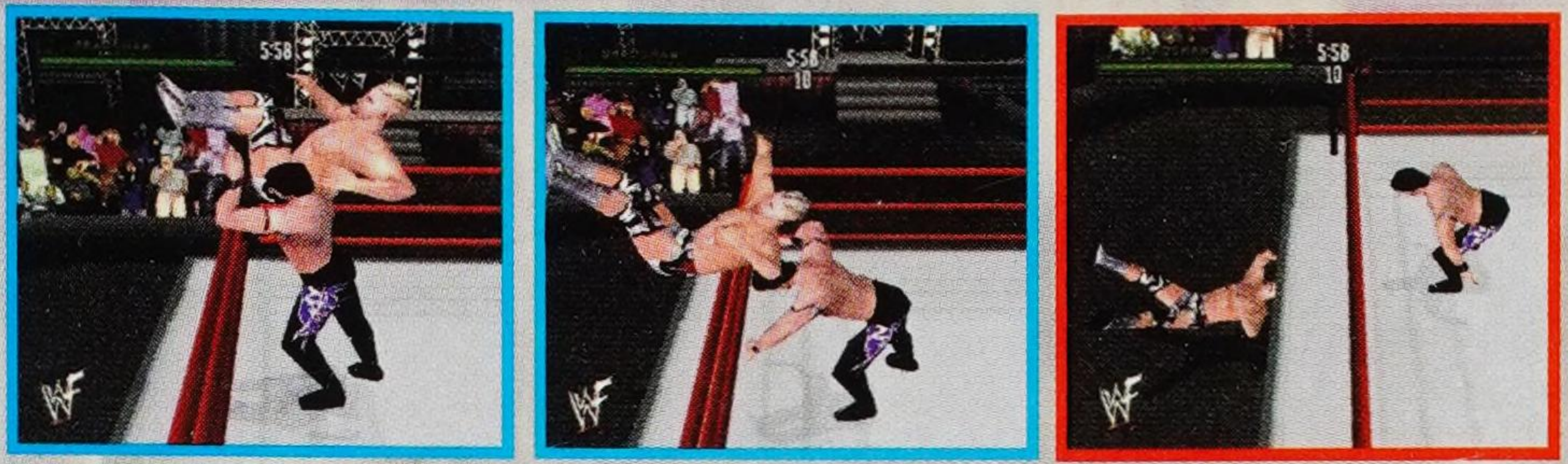
ASS KISSER



This finishing maneuver for Billy Gunn is a high-impact Rocker Dropper from the corner. With his opponent dazed in the ring, Gunn heads to the turnbuckles and launches himself into the air—using the back of his leg to drive the opponent's face into the canvas.

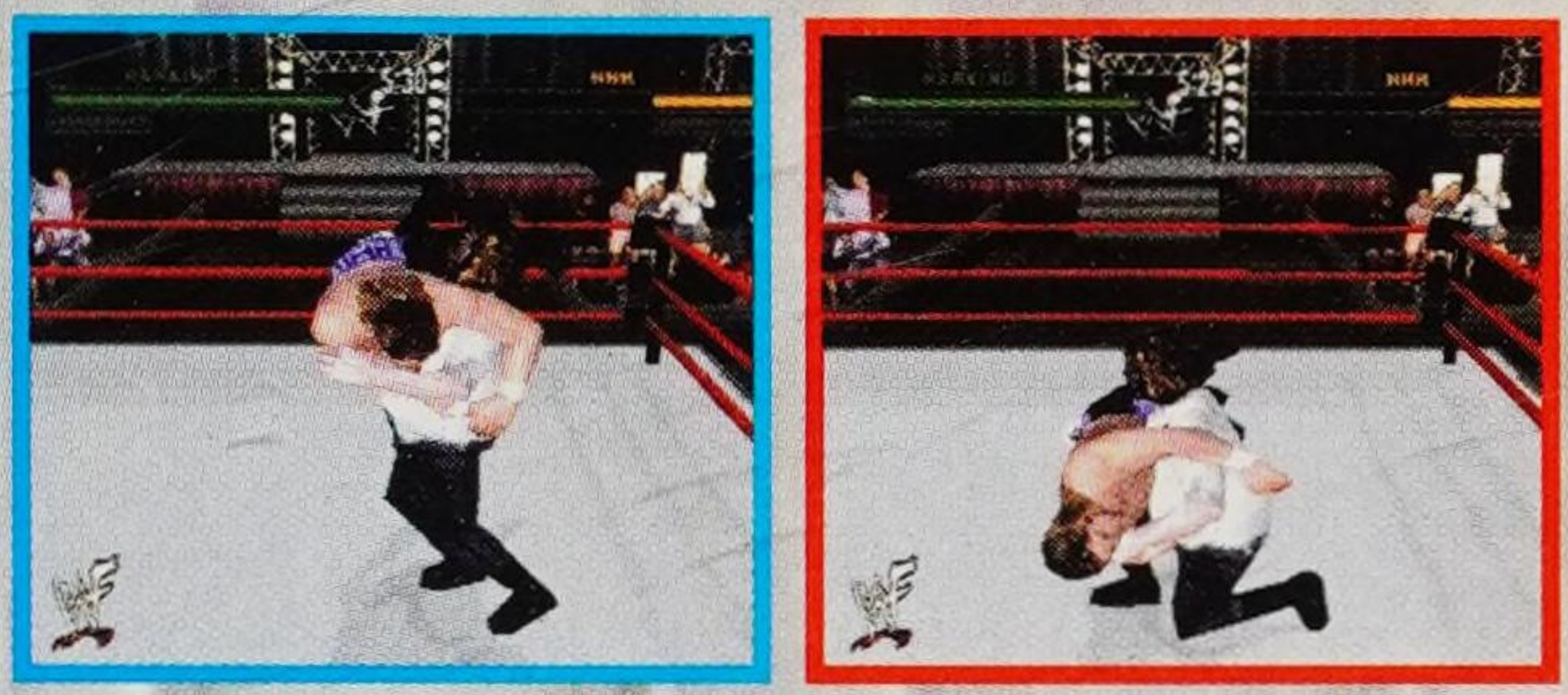
FINISHER

ATOMIC WHIP



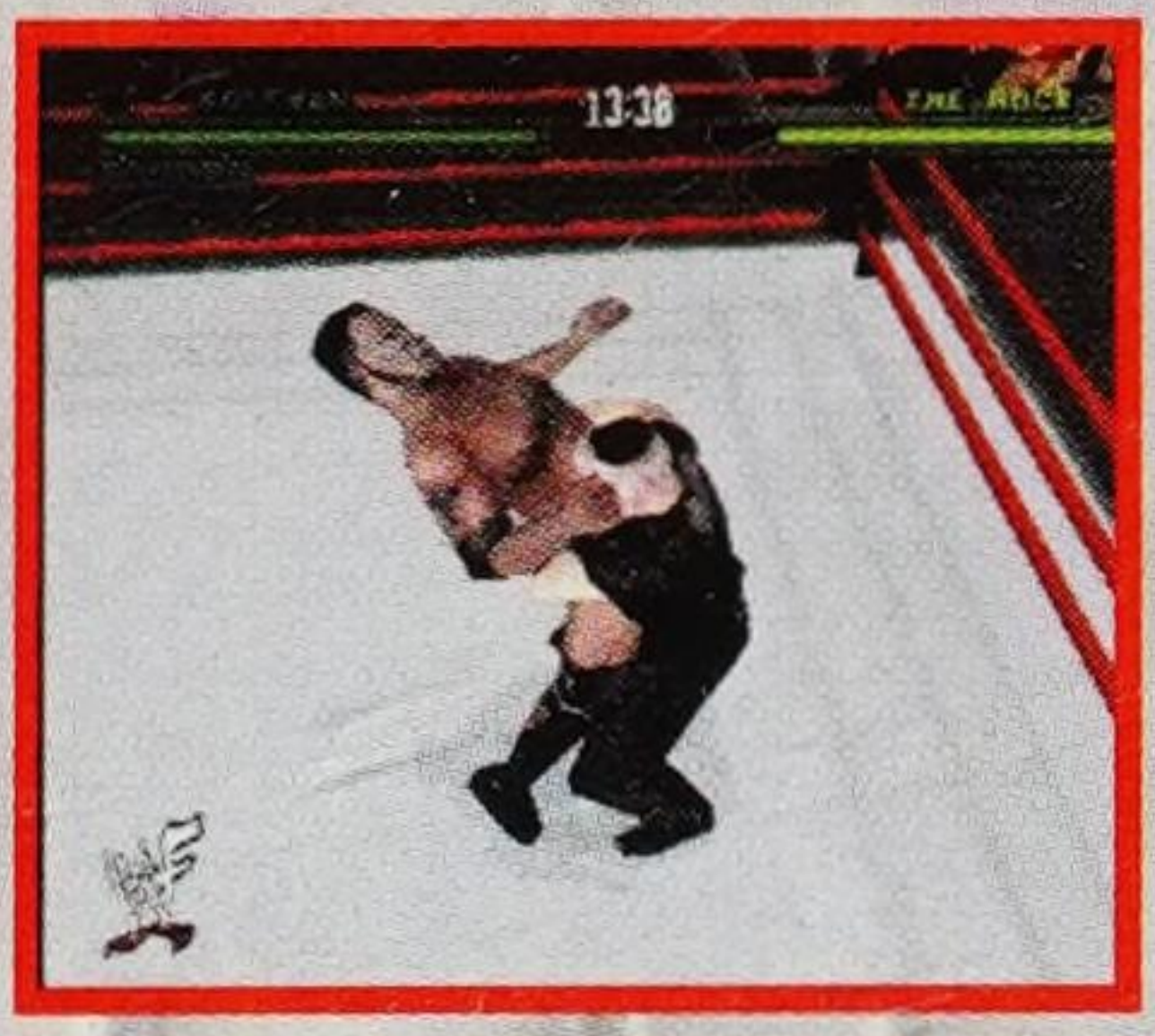
Similar to an Atomic Drop, only this time the offensive superstar sends his victim hurling into one of the corner turnbuckles. Sometimes, the force of the impact can daze the opponent for several seconds—allowing a window of opportunity to lay on the punishment!

BACK BREAKER



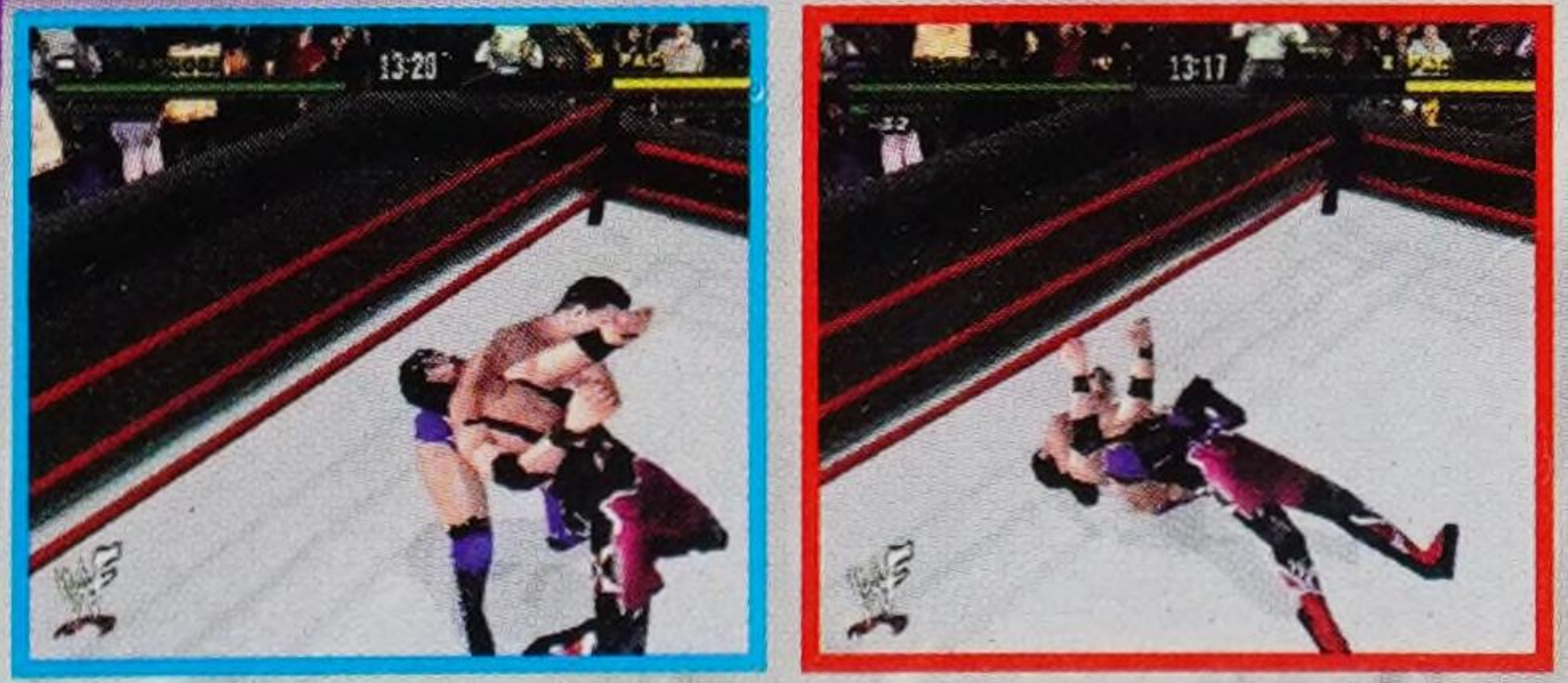
Lifting an opponent up in a body slam position, the offensive superstar then twists his victim around and releases his grip. The superstar then allows his foe to come crashing down back first on his braced knee!

BEAR HUG



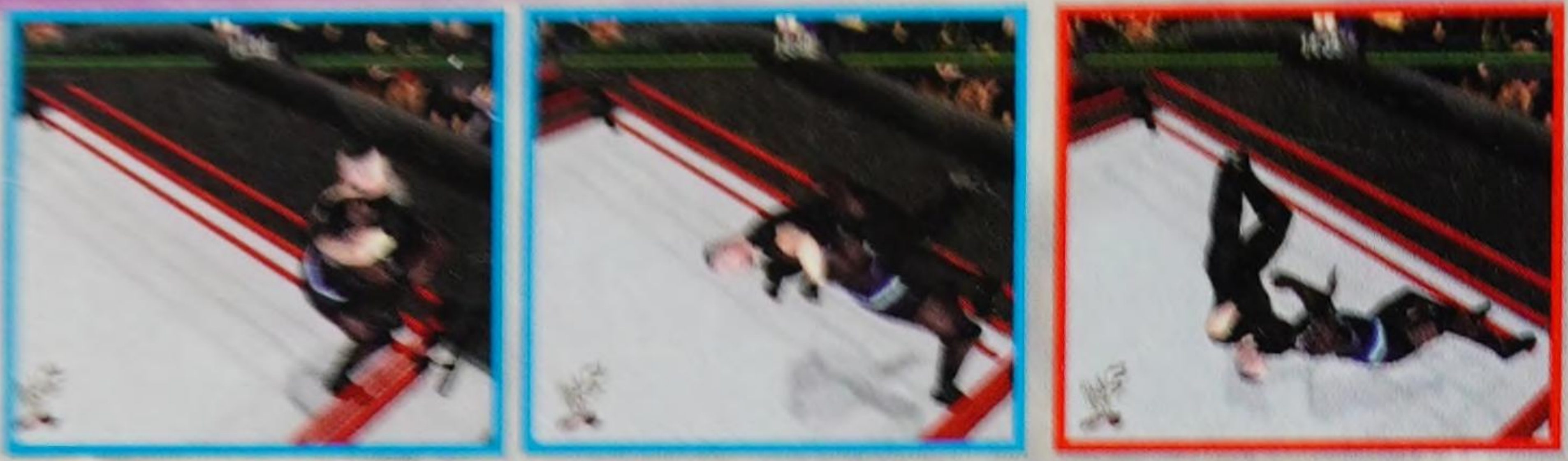
Not a very friendly hug! The attacking superstar grabs his opponent around the stomach and squeezes his opponent by lifting him off his feet.

BEAST CHOKER



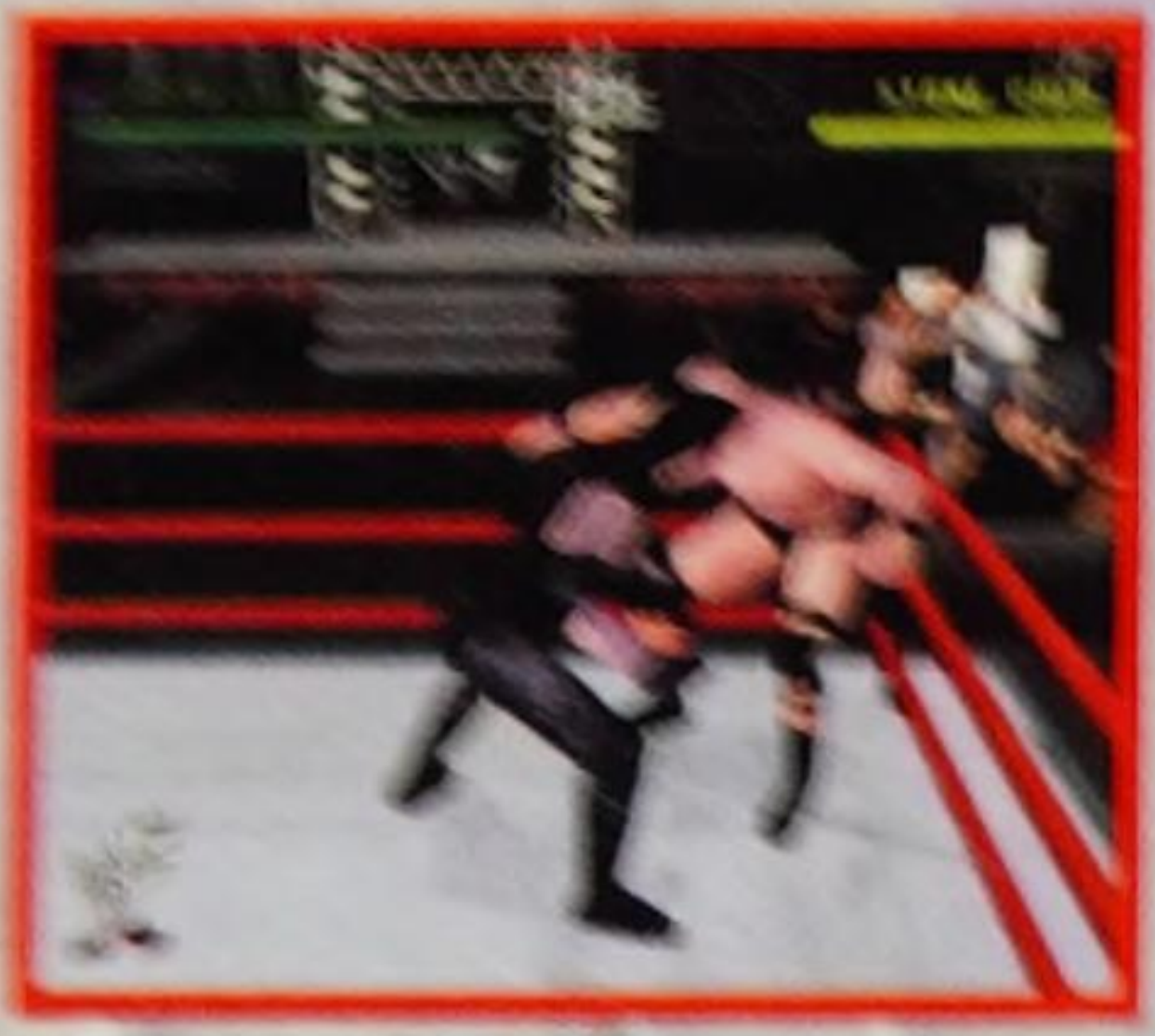
This maneuver starts off like a Front Facebuster, only the victim is held in a backward position by his neck. As the offensive superstar tightens his grip, the pressure on the opponent's neck and back is often too much to take!

BELLY TO BELLY SUPLEX



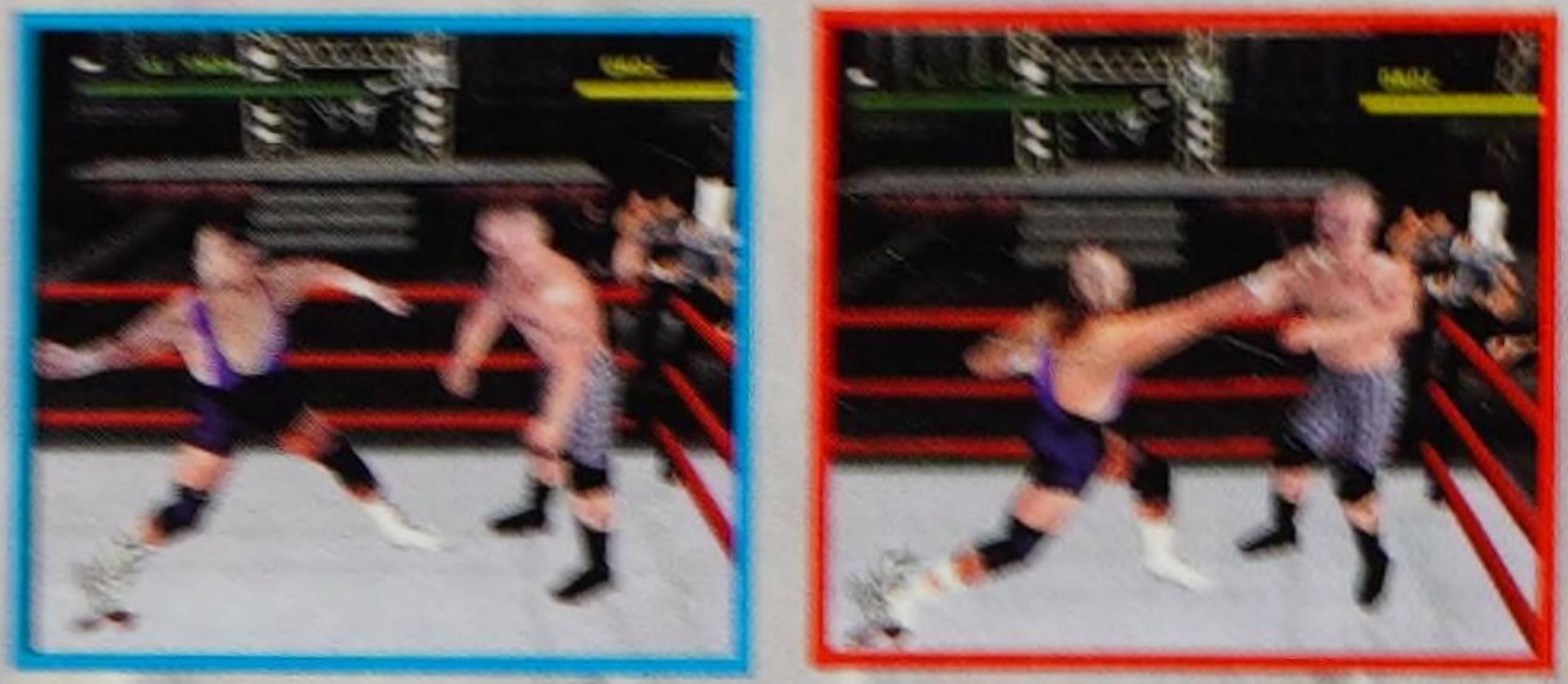
In the corner of the ring, the attacking superstar can grab his opponent in a Bearhug. Then spinning and falling backwards the attacker can throw the victim to the mat.

BIG PUNCH



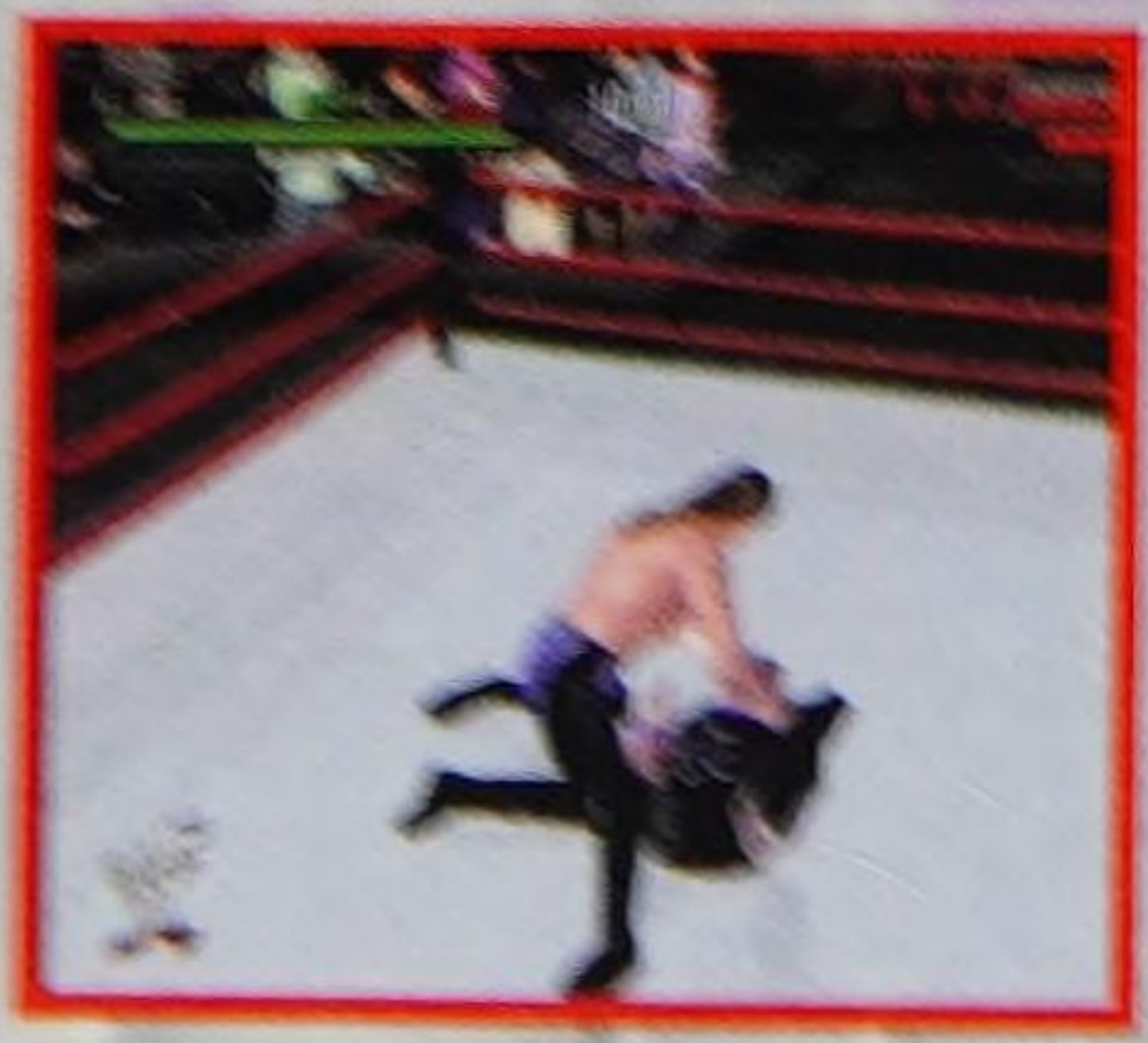
When in a tieup, the aggressor will simply grab the opponent's head, reach back to Kansas, and pop the stunned opponent a good one knuckles first upside the head.

BIG WIND-UP PUNCH



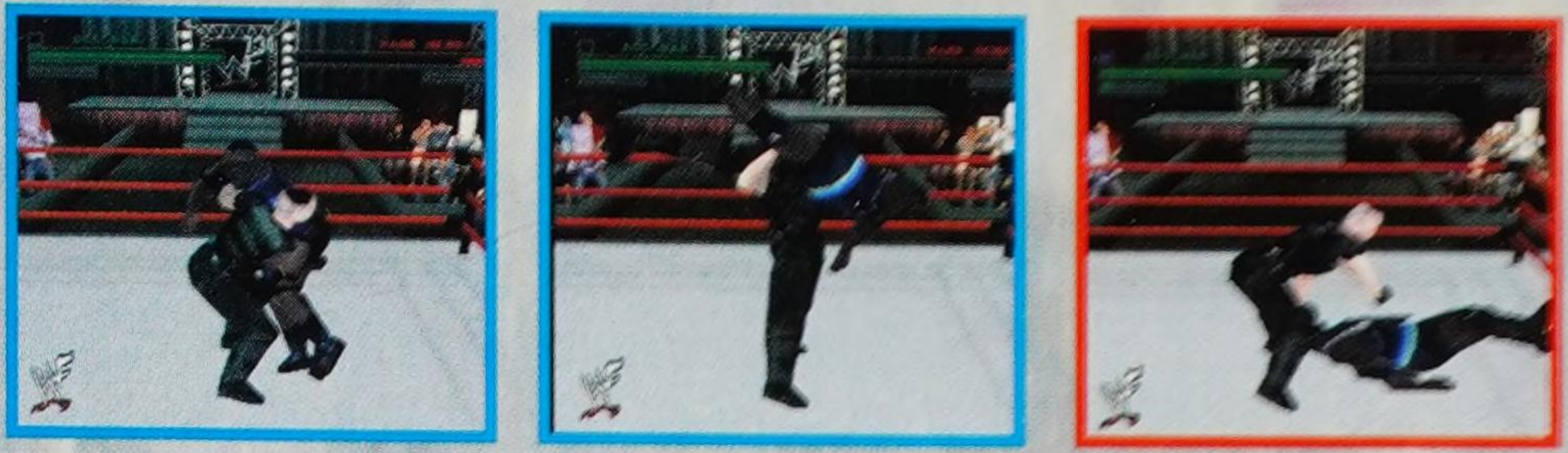
A punch with an exaggerated wind-up.

BLATANT CHOKE



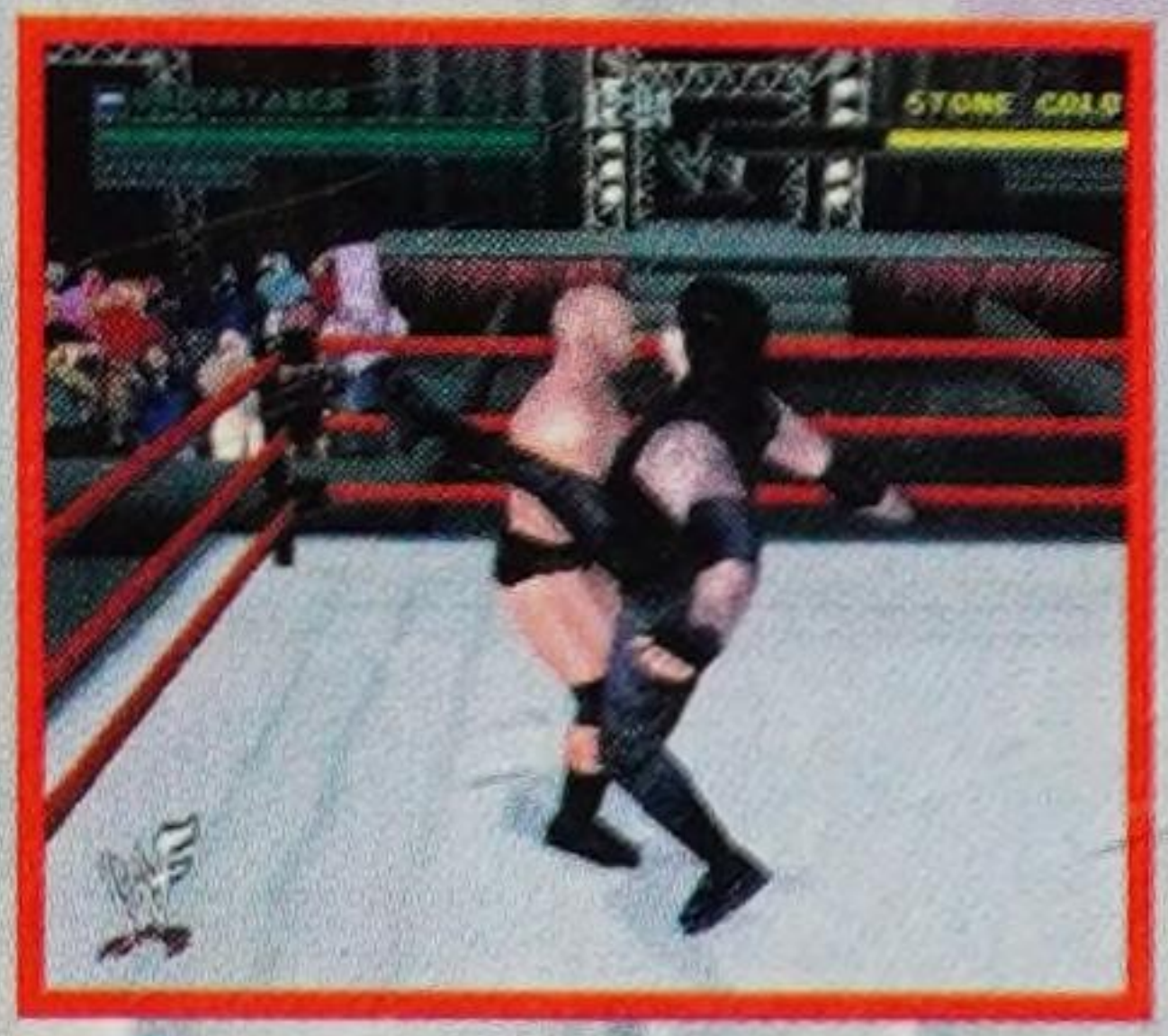
Blatantly squeeze the breath out of an opponent!

BODY SLAM



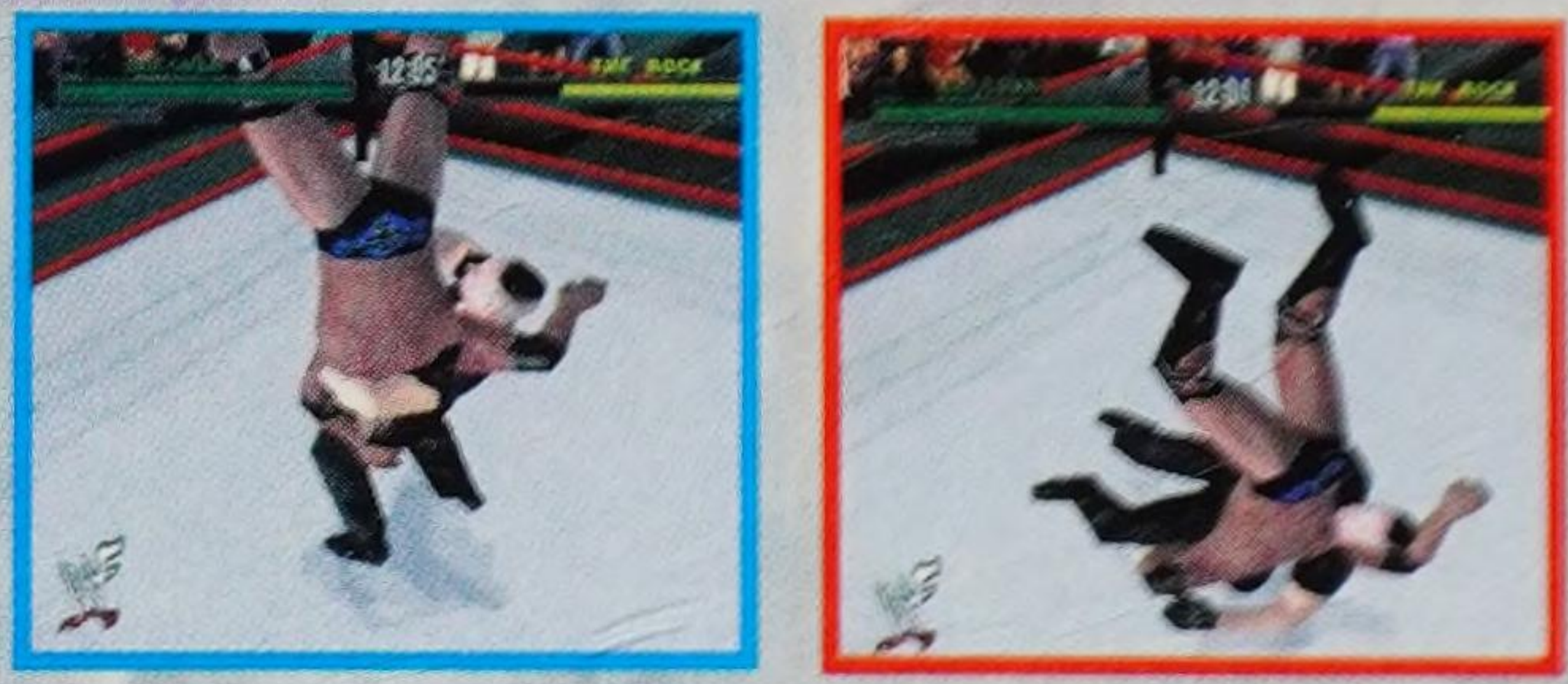
Slam an opponent to the ground with this move. The attacking superstar picks his opponent up with his lifting arm underneath his crotch, and his other arm placed over the victim's shoulder. Pick them up, invert them, and slam'em!

BOOT TO FACE



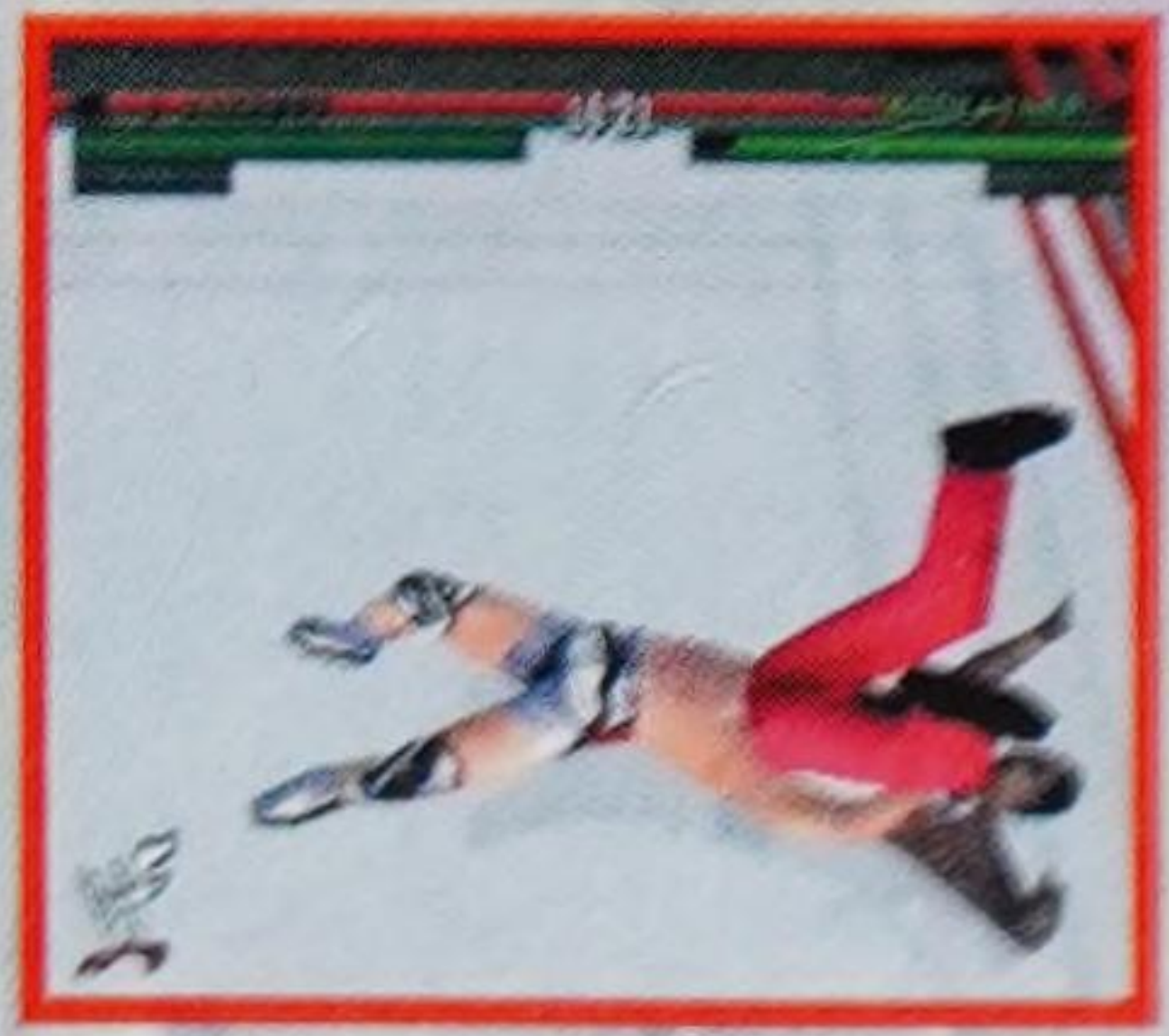
With an opponent charging the player, the superstar can lift his leg so that the opponent runs straight into the sole of his boot.

BRAIN BUSTER



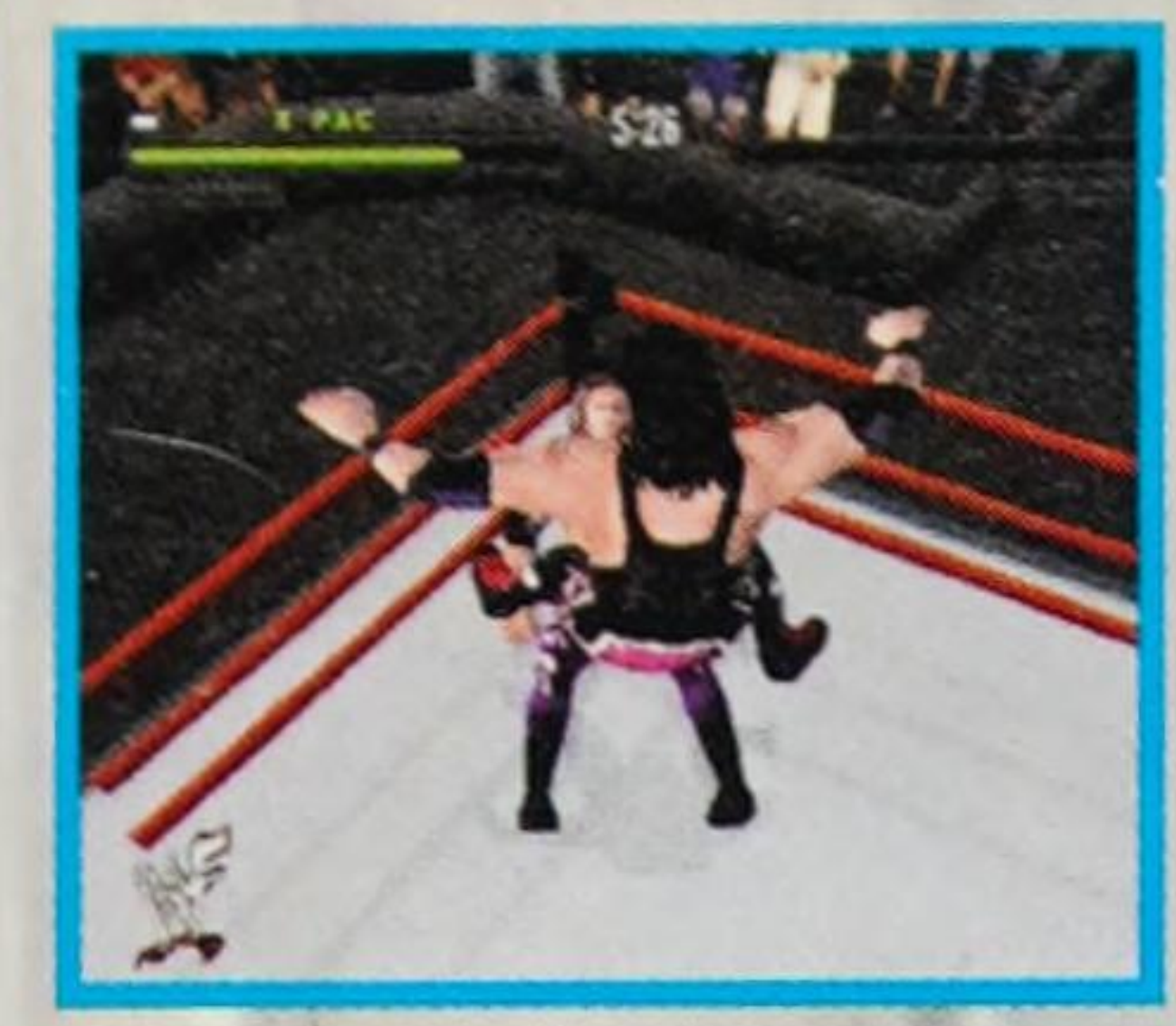
This moves starts off like a vertical suplex, with the victim's body hanging upside down in the air. However, instead of dropping the foe backwards, the superstar brings them down in a sitting position—putting the force of the impact on the top of the opponent's head, neck and shoulders.

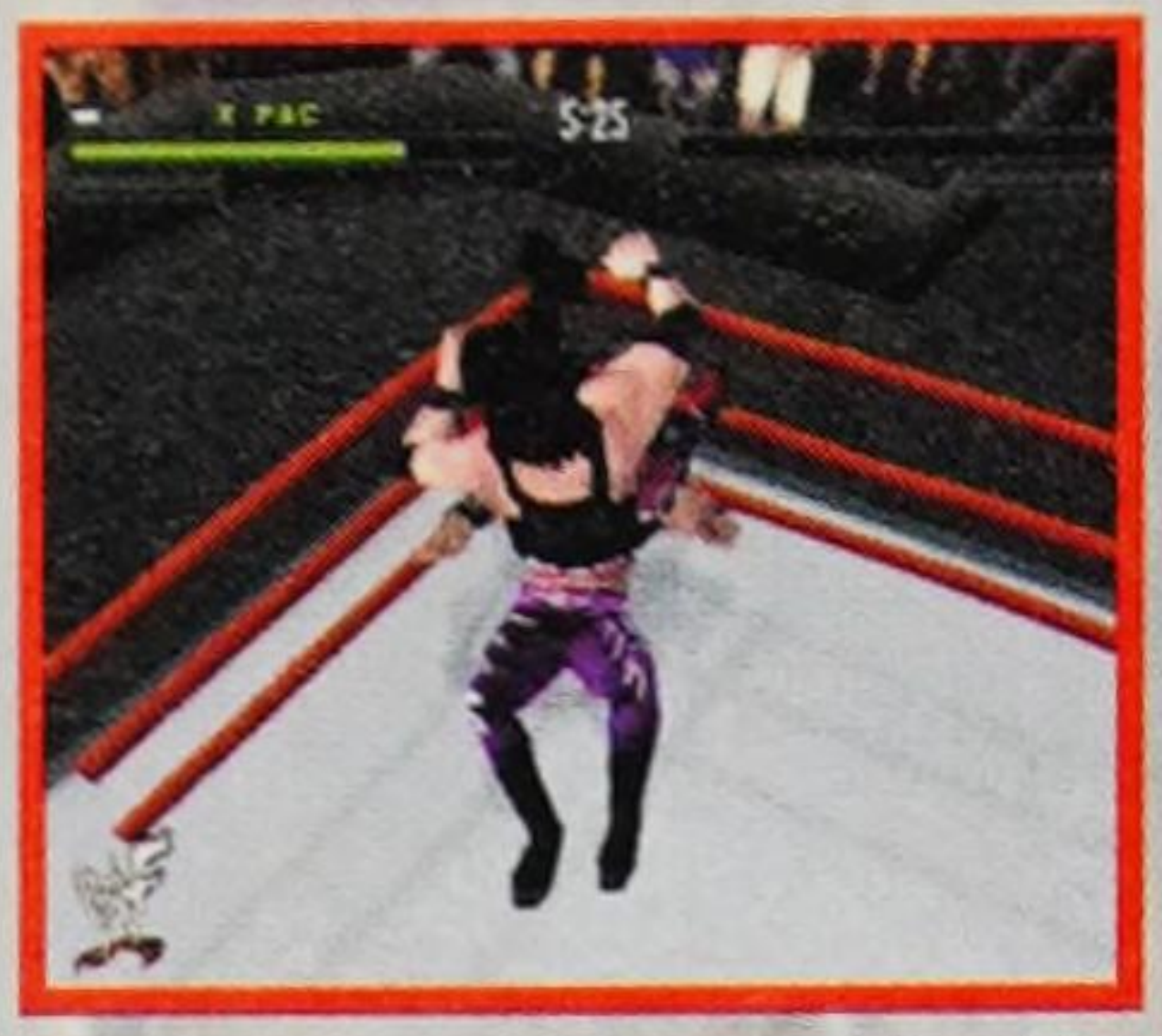
BRIDGING GERMAN SUPLEX



Similar to a German Suplex, only this time the attacking superstar maintains hold of the opponent and bridges his back to attempt a pin

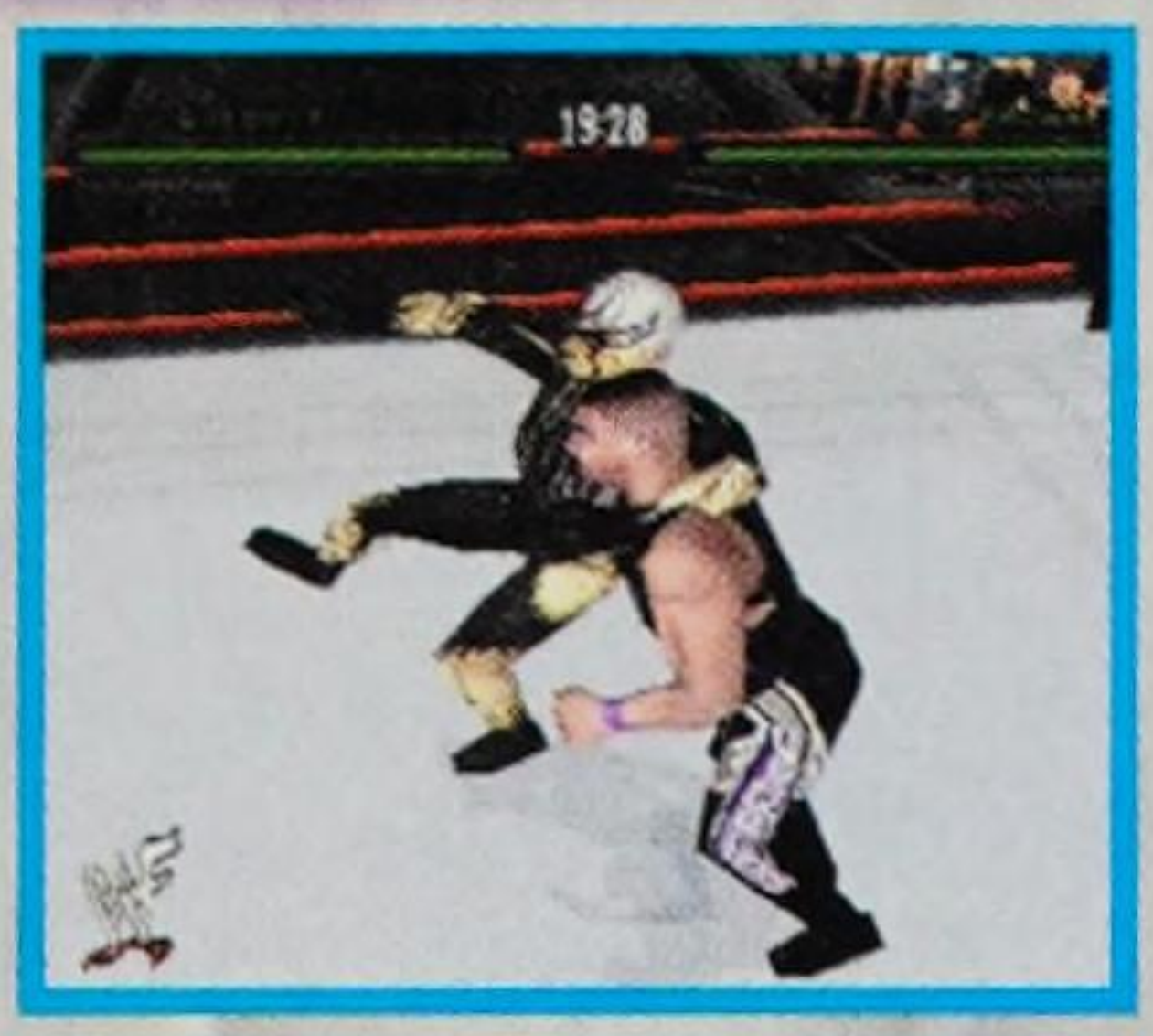
BRONCO BUSTER

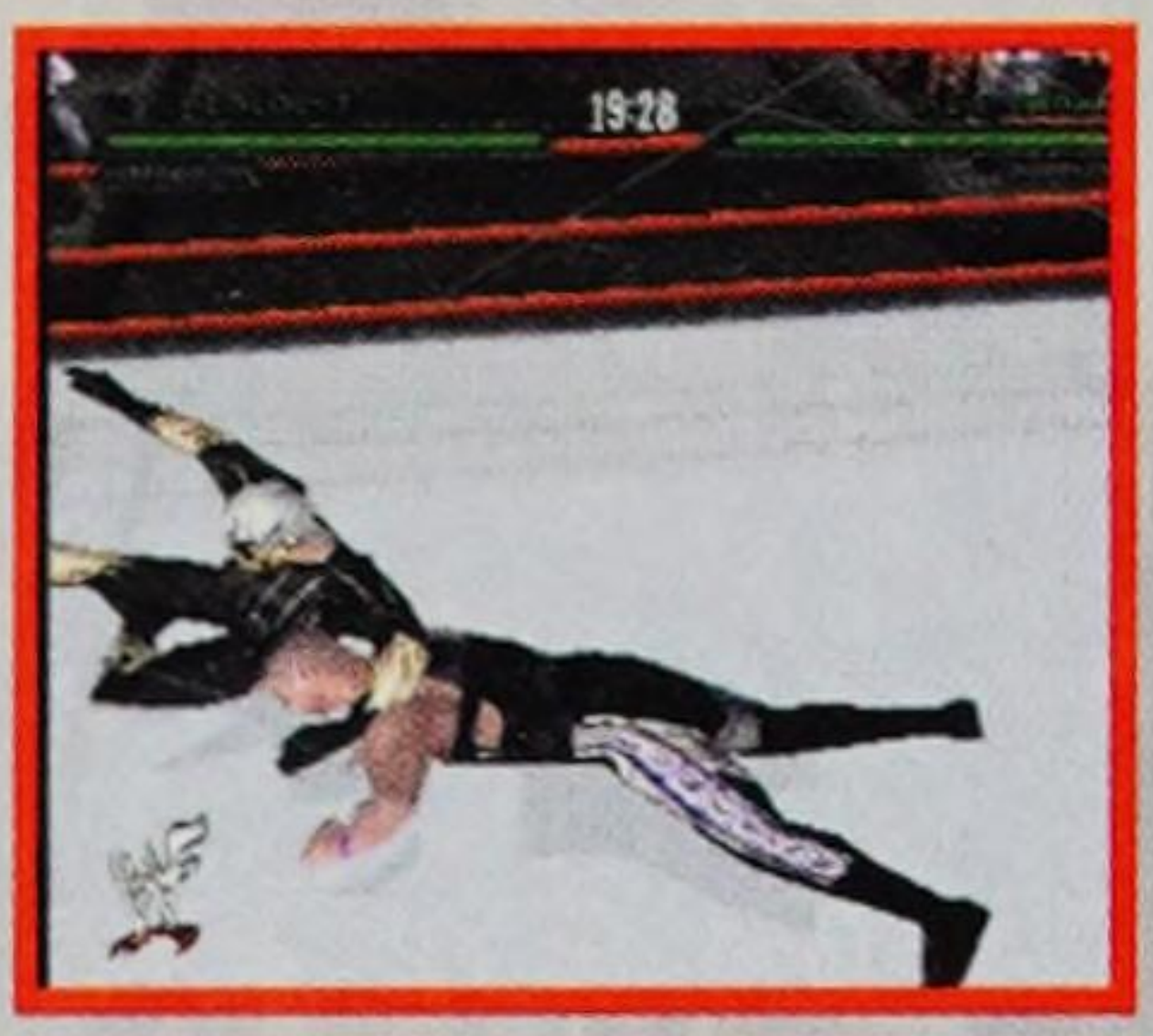




Nothing gets X-Pac into the match more than his wild Bronco Buster maneuver. After flooring the opponent in one of the corners, 'Pac charges from the opposite end of the squared circle, leaps into the air and comes down on the victim's face! Ride 'em cowboy!

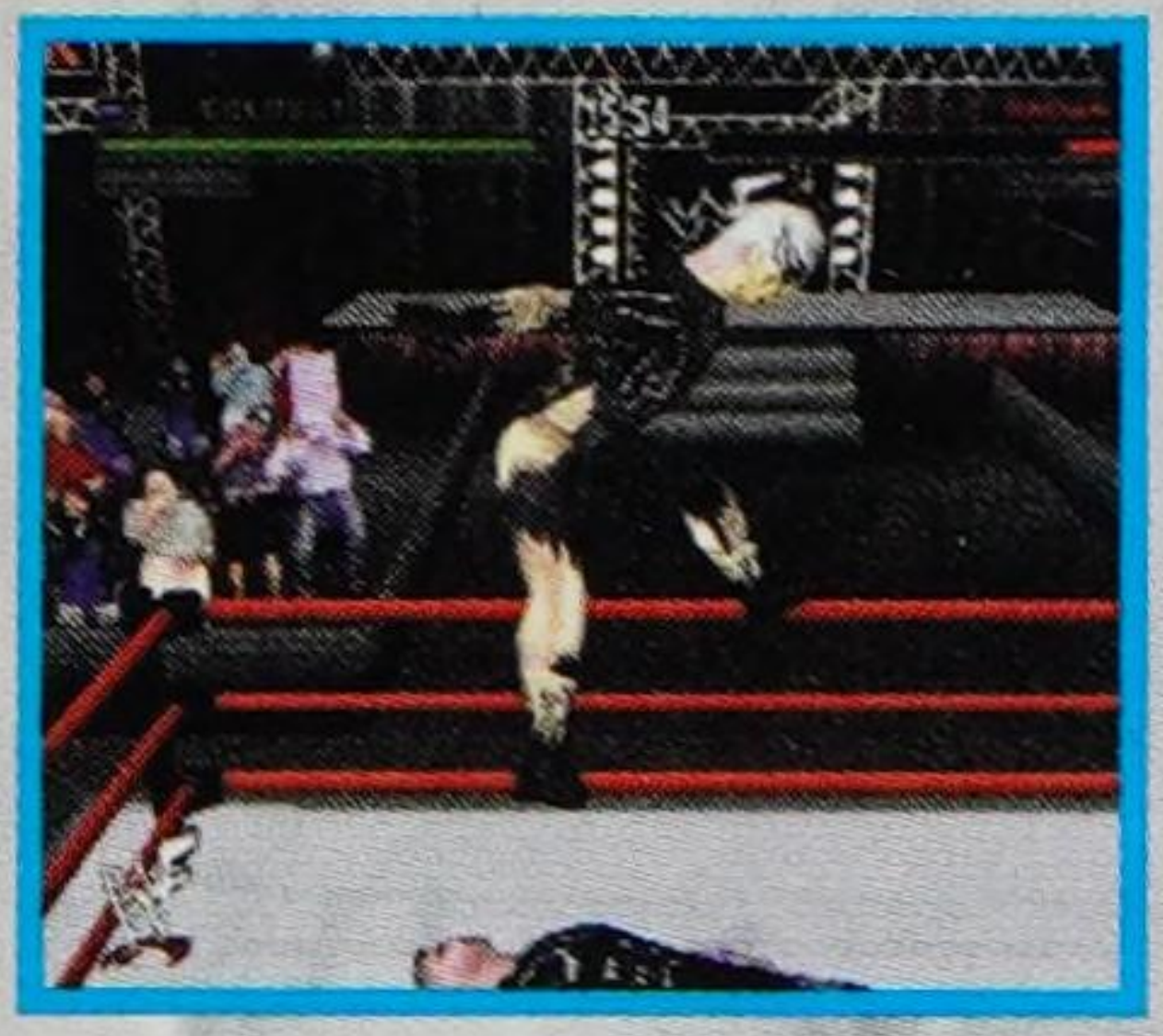
BULLDOG

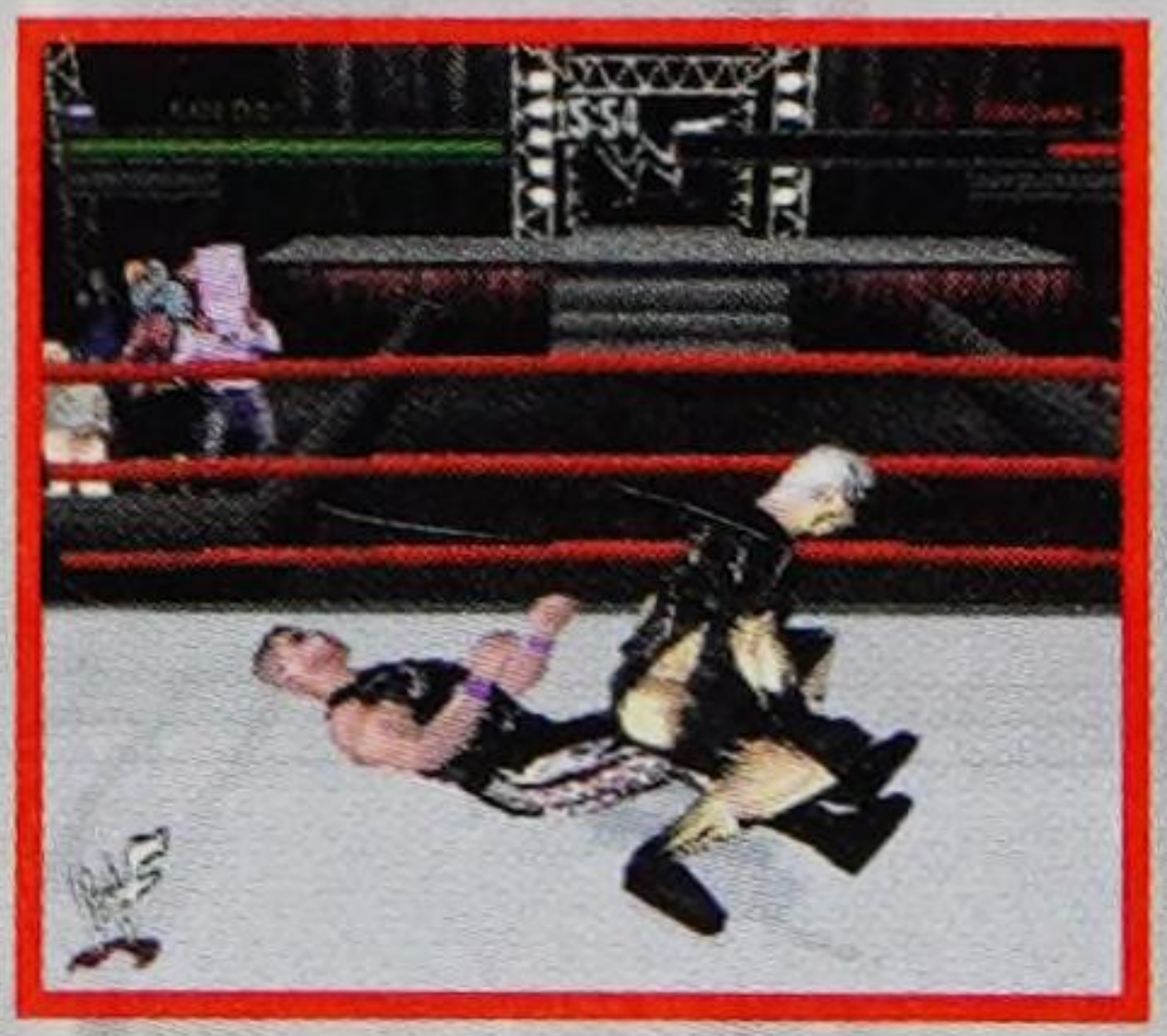




Back to belly with your opponent, the offensive superstar grabs hold of the enemy with a headlock and runs forward. After a few feet of momentum, the attacking superstar jumps into the air—maintaining the headlock—and drives the opponent forward face first into the canvas.

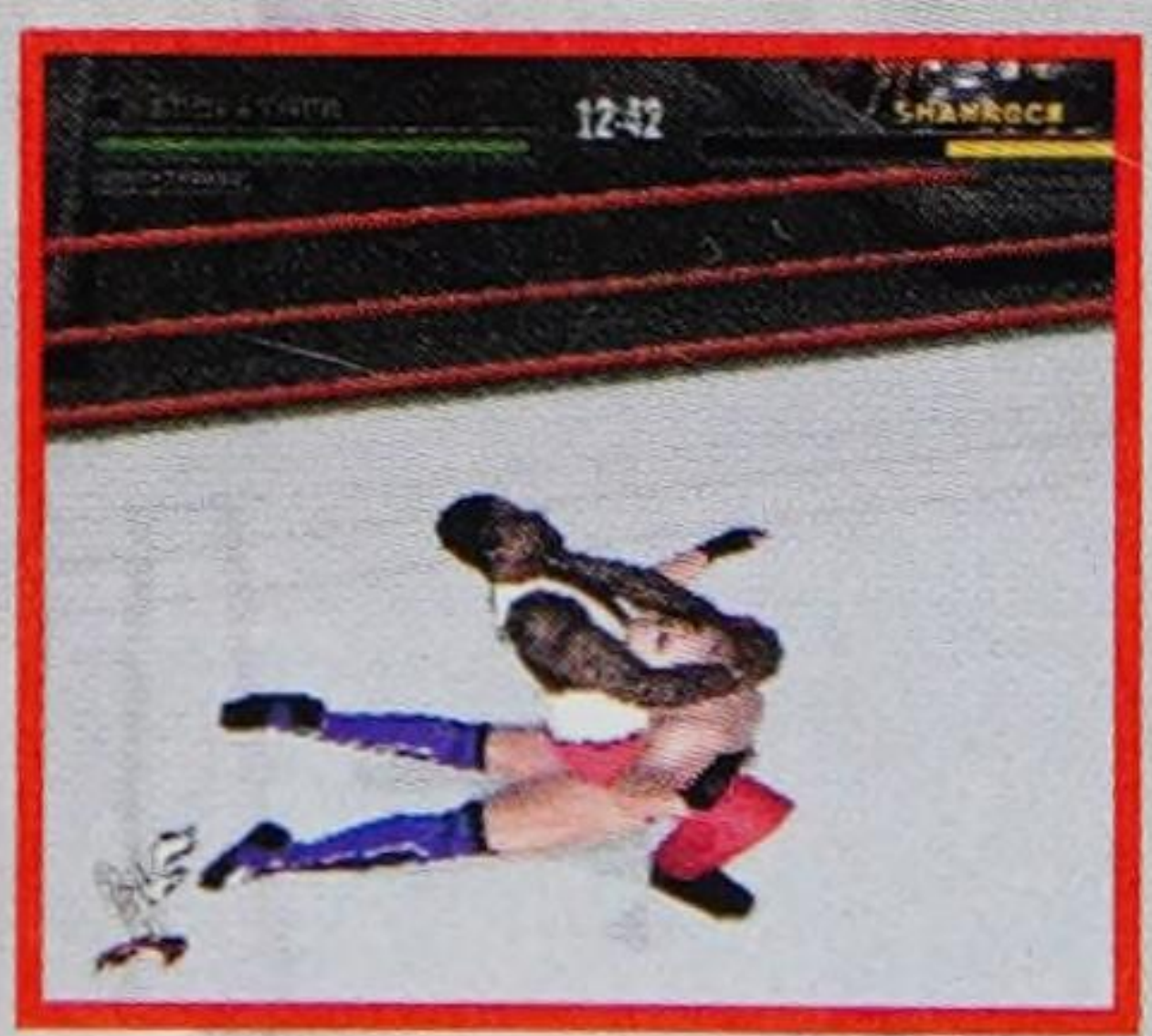
BUTT DROP





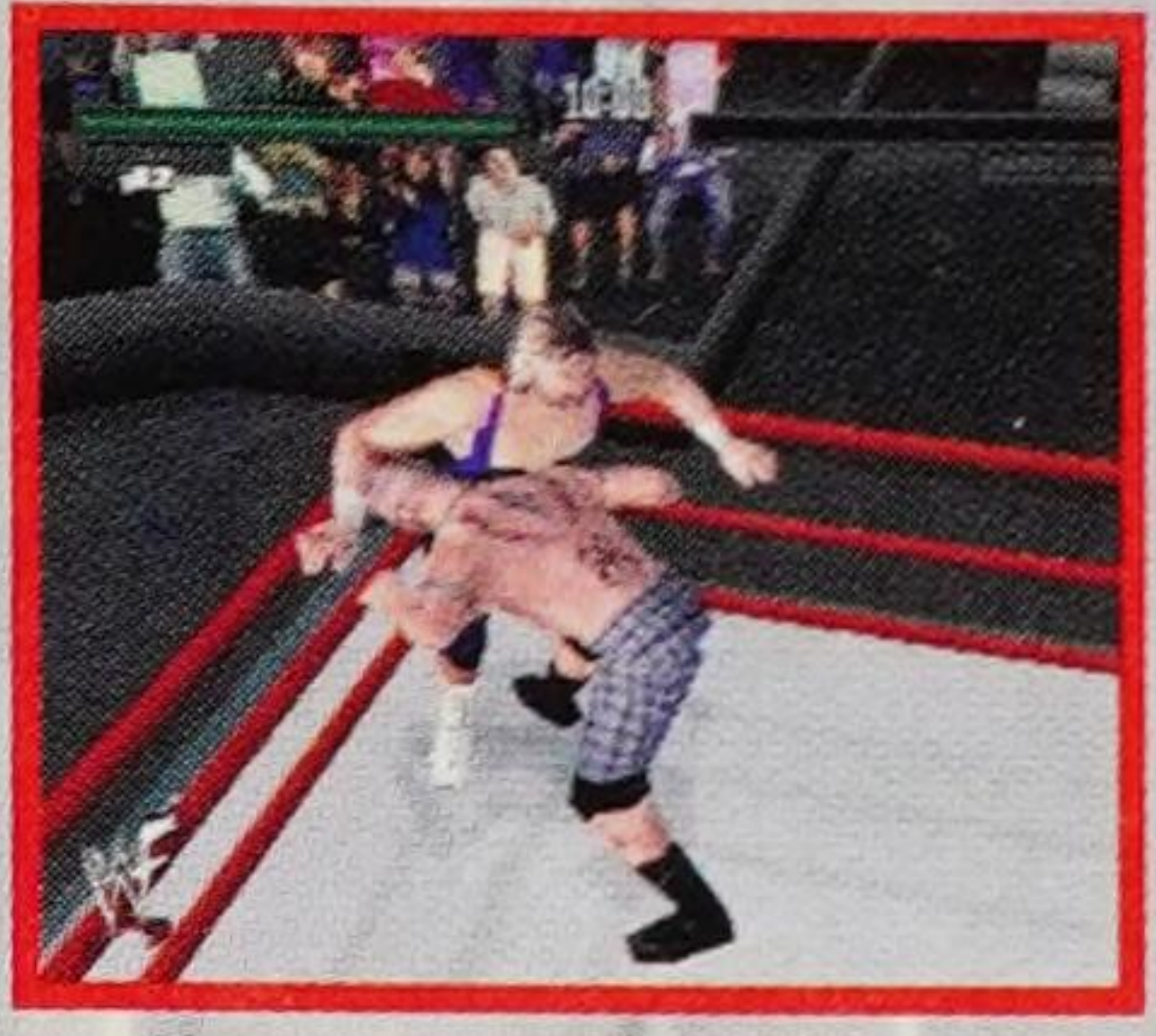
The attacking superstar can leap and smash an opponent with his butt.

CAMEL CLUTCH



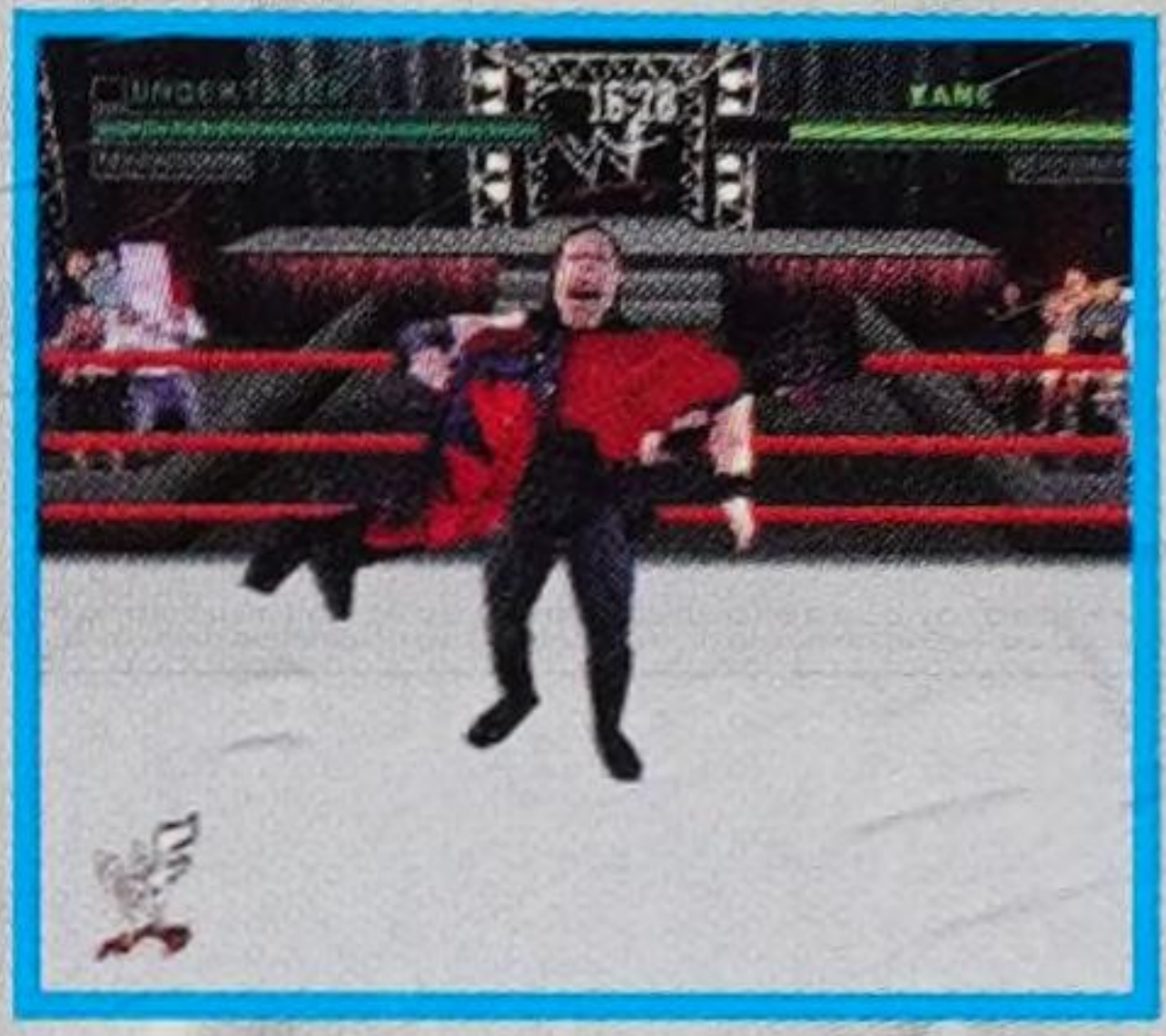
With the opponent face down on the canvas, the attacking superstar sits on his foe's back. In that position, the superstar locks both of the victim's arms on his knees, then uses both of his arms to grab hold of the opponent's chin. To finish the maneuver, the superstar pulls back on the head, placing pressure on the foe's neck and back.

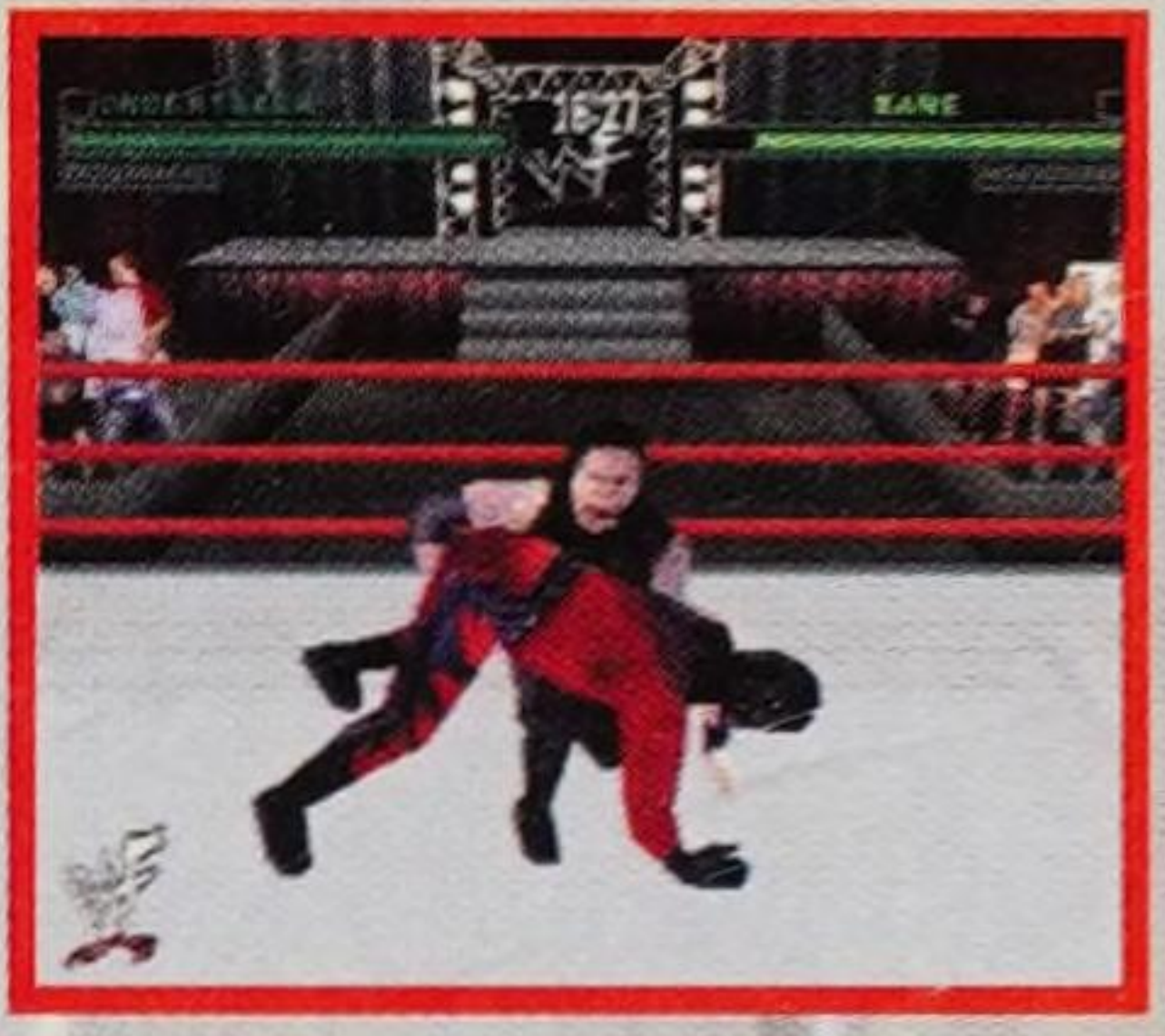
CHARGING SHOULDER



Similar to the Avalanche, only this time the offensive superstar comes charging from the opposite corner to deliver a shoulder to the midsection of the opponent.

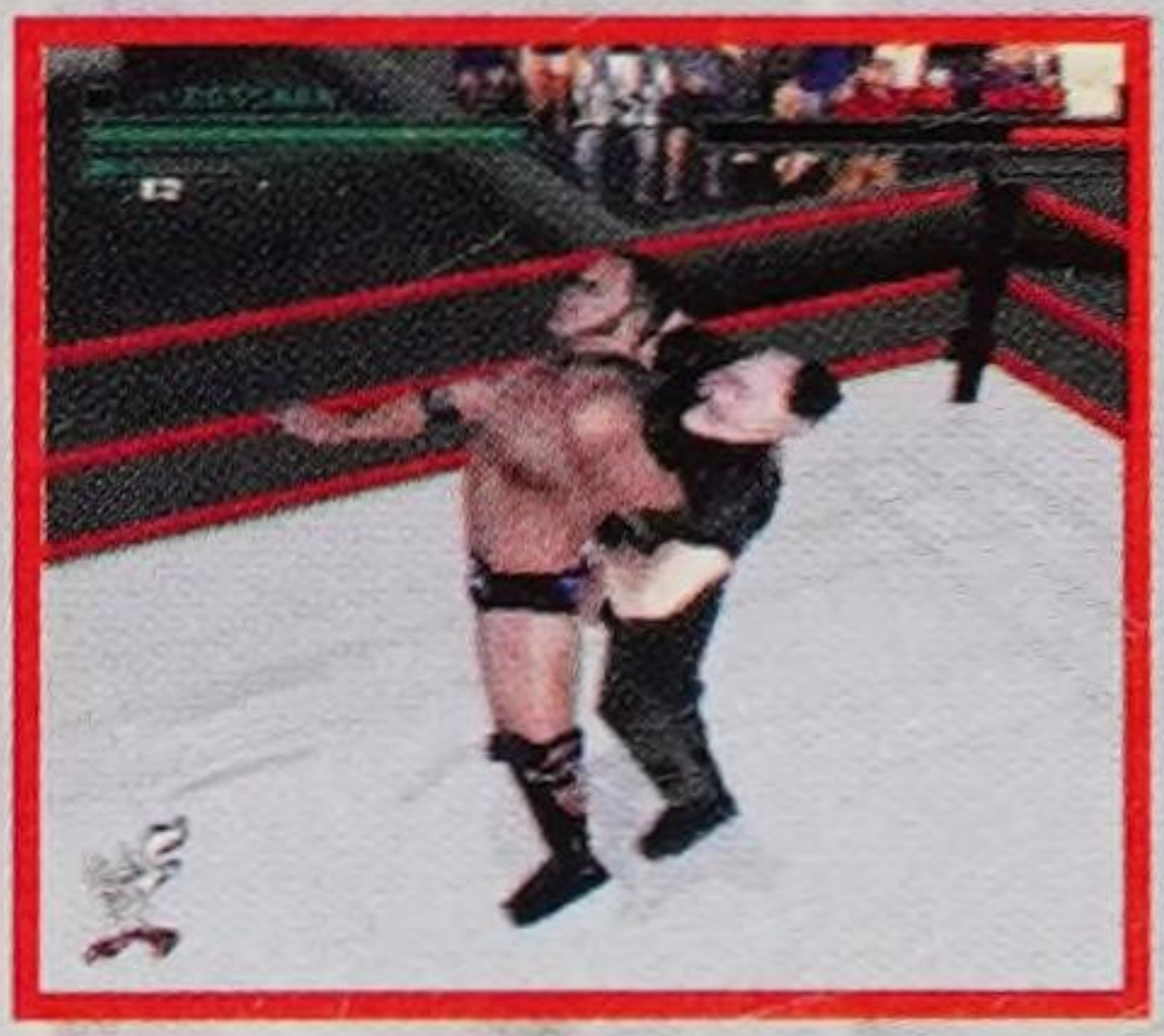
CHEST BREAKER





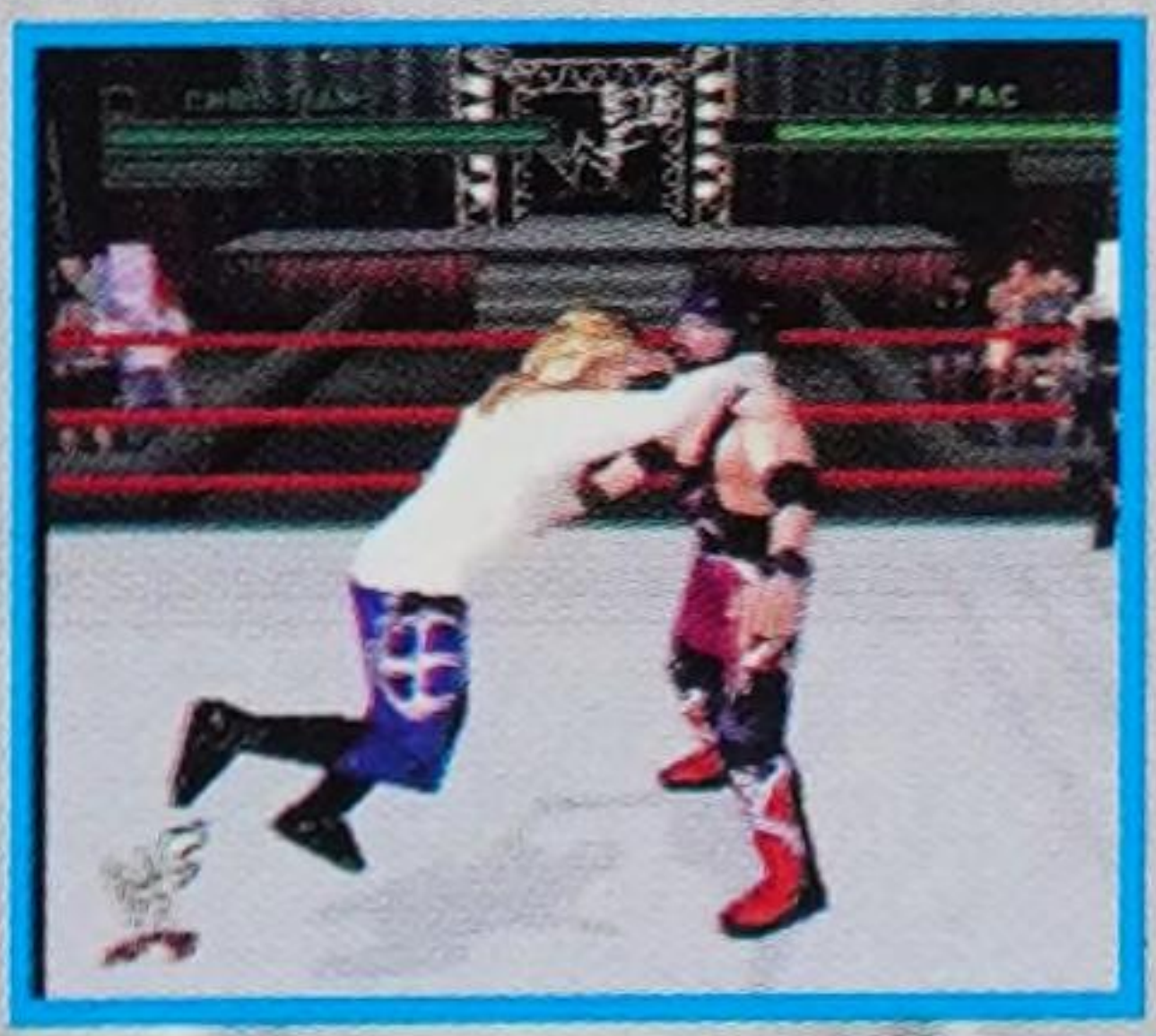
Lifting the opponent into a Gorilla Press Slam position, the offensive superstar drops the victim forward onto his braced knee. As a result, the enemy's ribs absorb the force of the drop.

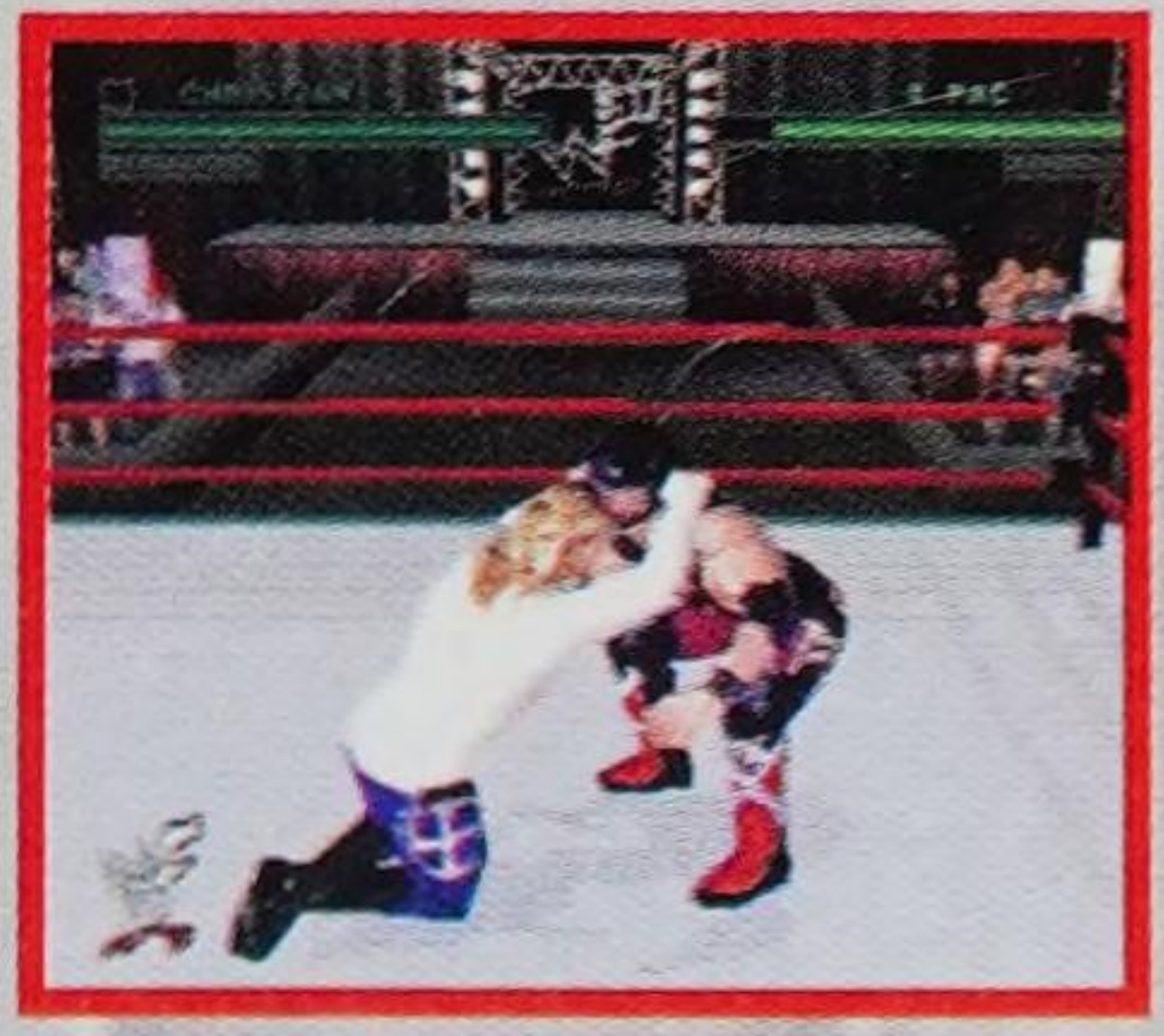
CHICKEN WING



Similar to a sleeper, only the attacking superstar uses the victim's arms to cause severe pain in the opponent's neck and face while applying the move.

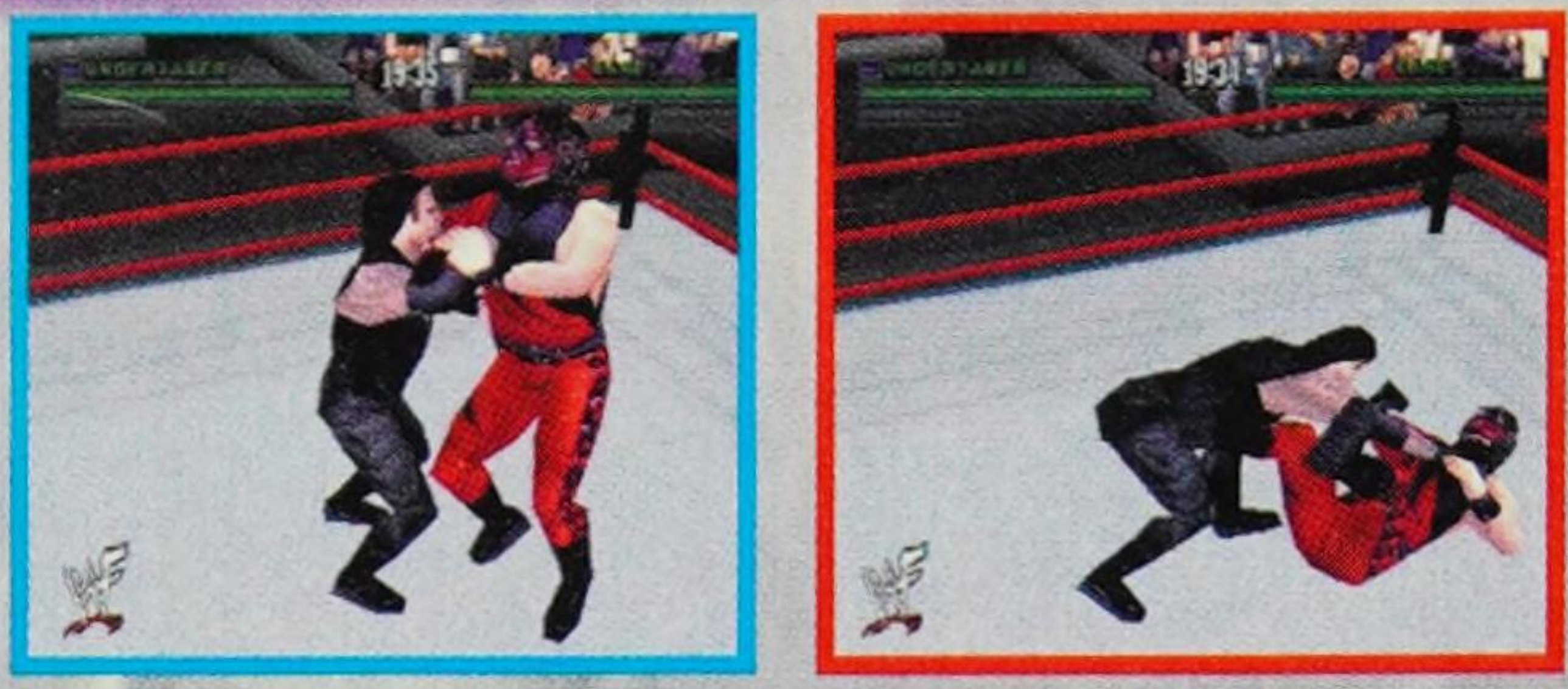
CHIN CRUSHER





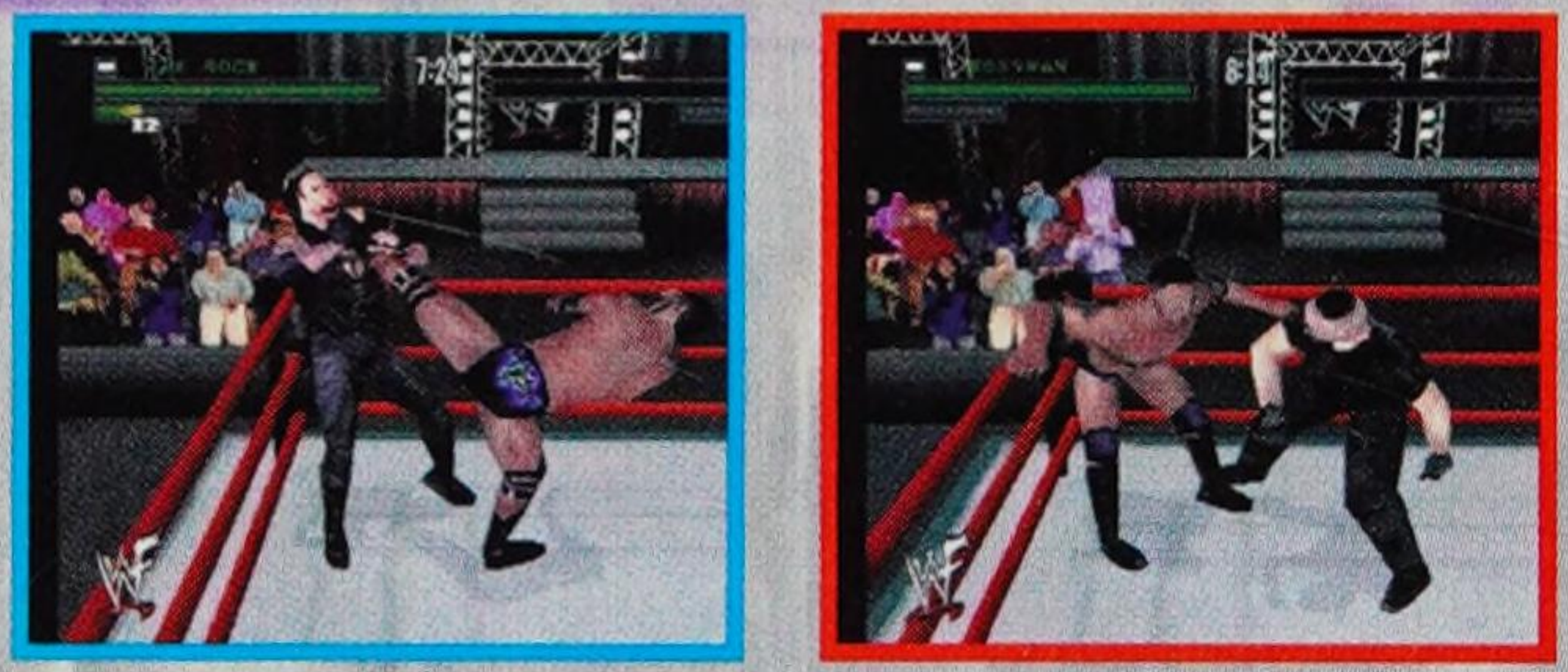
From a standing position, a superstar caught in a sleeper or standing headlock can escape the hold by grabbing the back of the attacker's head and dropping down to their knees. As a result, the attacker's mouth and chin will be crushed on the back of the opponent's head.

CHOKE SLAM



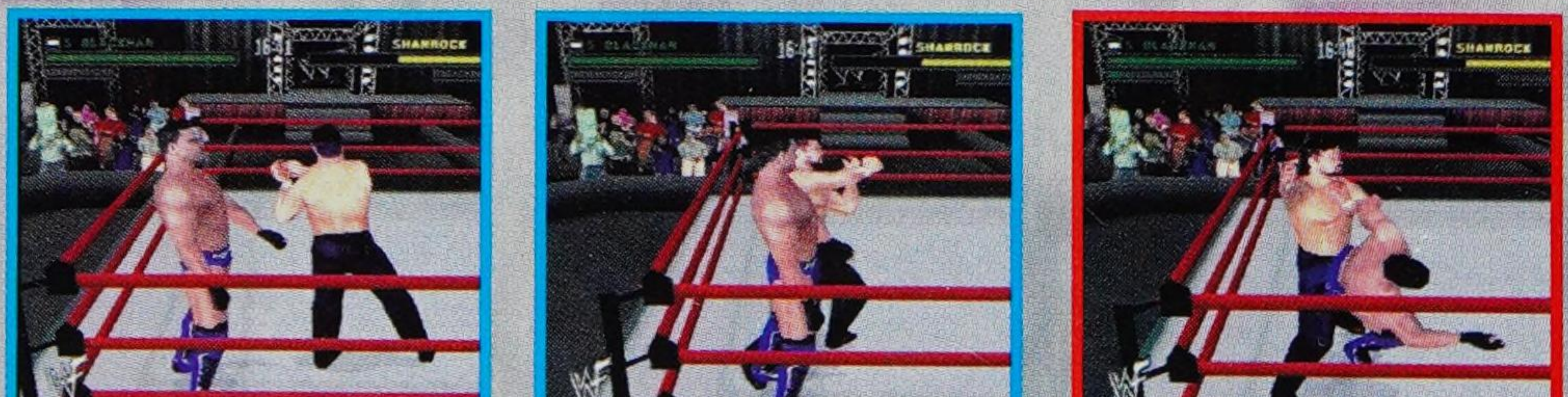
A favorite of the Undertaker and Kane, the offensive superstar grabs his foe by the neck and lifts them high into the air before slamming them down on their back.

CHOKE WITH BOOT



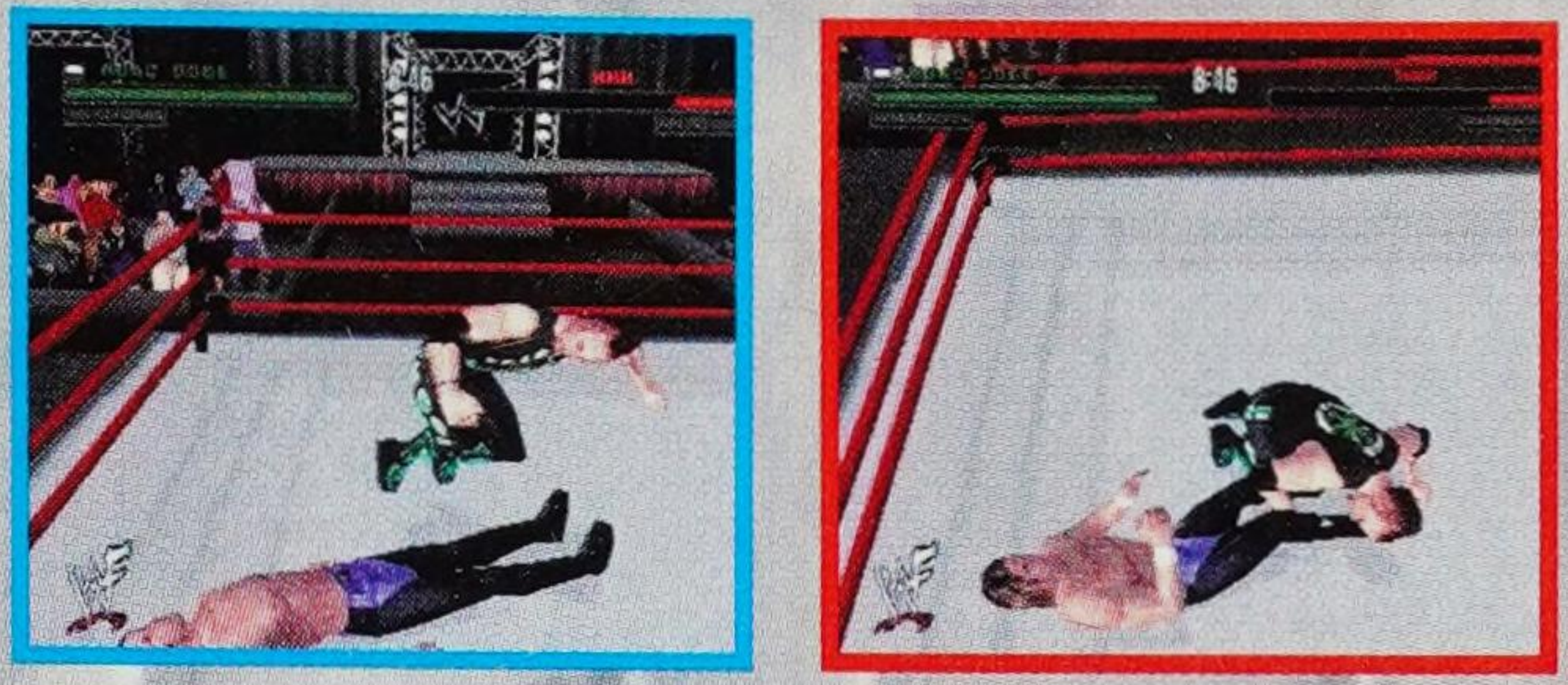
With an opponent helpless in a corner, an attacker can use his boot against the victim to choke him.

CRANE WING PUNCH



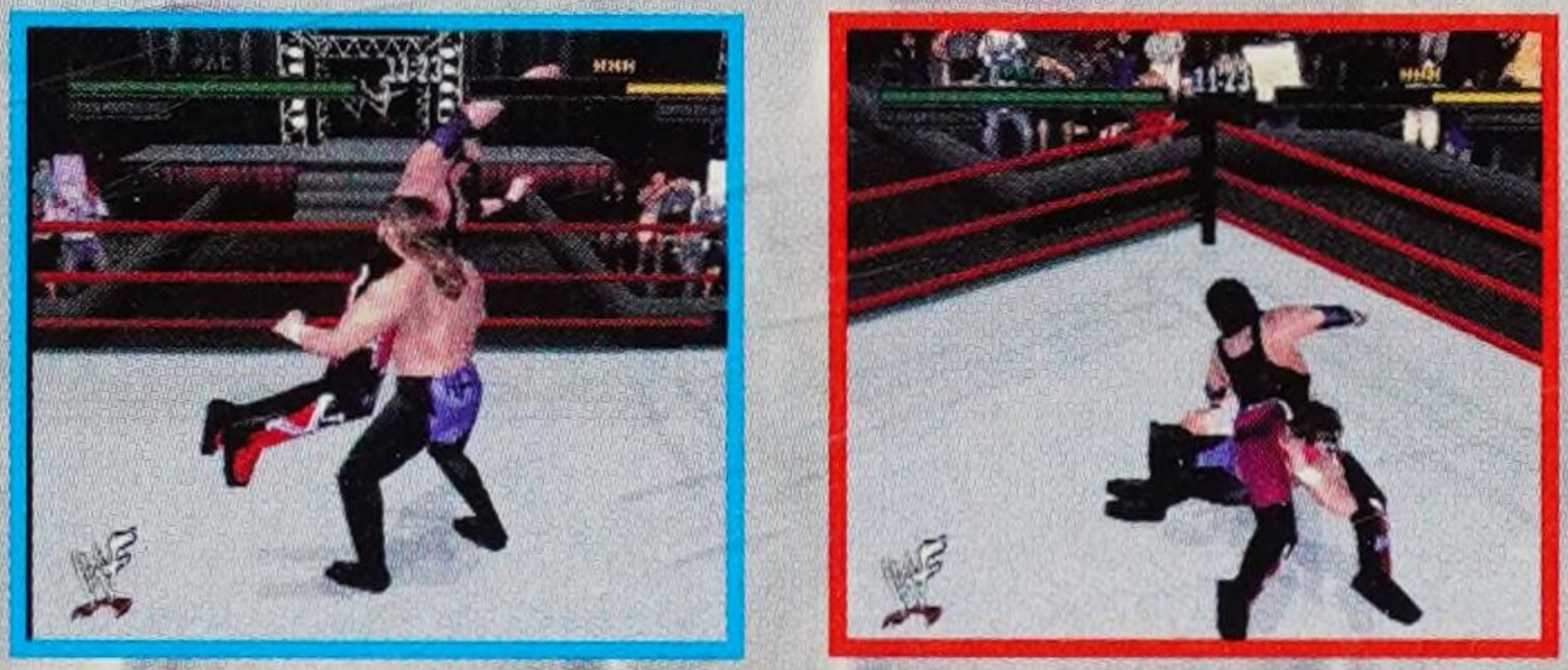
A karate style punch!

CRAZY LEGS KNEEDROP



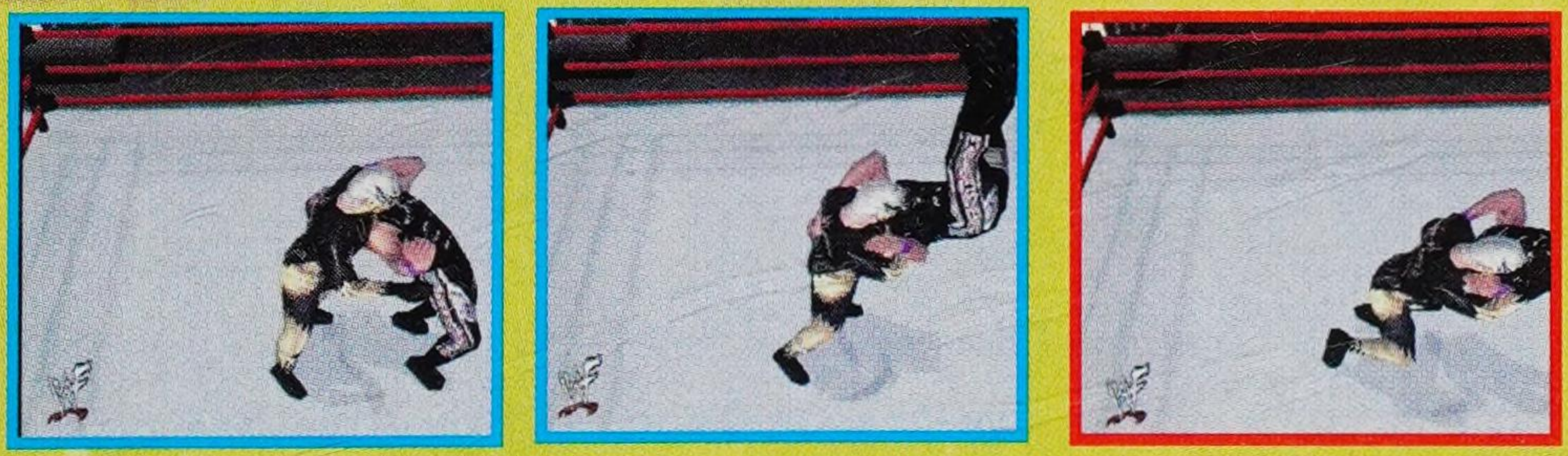
With the opponent belly-up on the canvas, the attacking superstar comes off the ropes, gets his groove on by shaking his legs and drops a knee to the head of the victim.

CROSS BODY BLOCK



This move is similar to a Body Press, except this move is delivered from the mat instead of off the ropes. This move also ends in a potential pin.

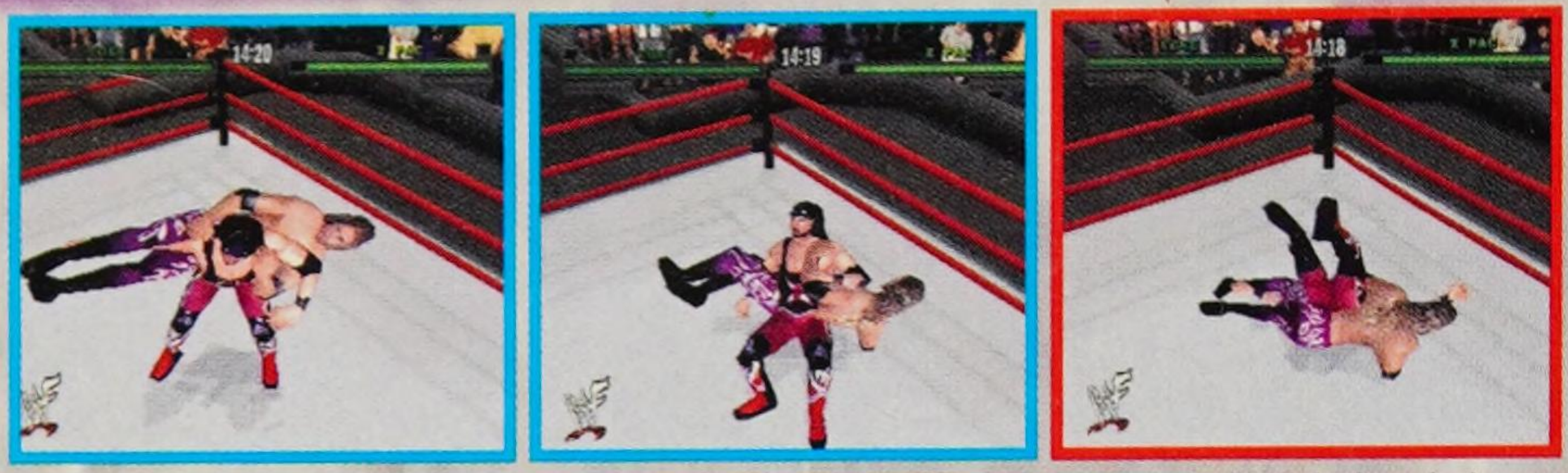
CURTAIN CALL



Also known as Goldust's finisher! Facing the opponent's back, the attacking superstar wraps one arm around their neck, bends them backwards, lifts them into the air and drives them headfirst into the canvas.

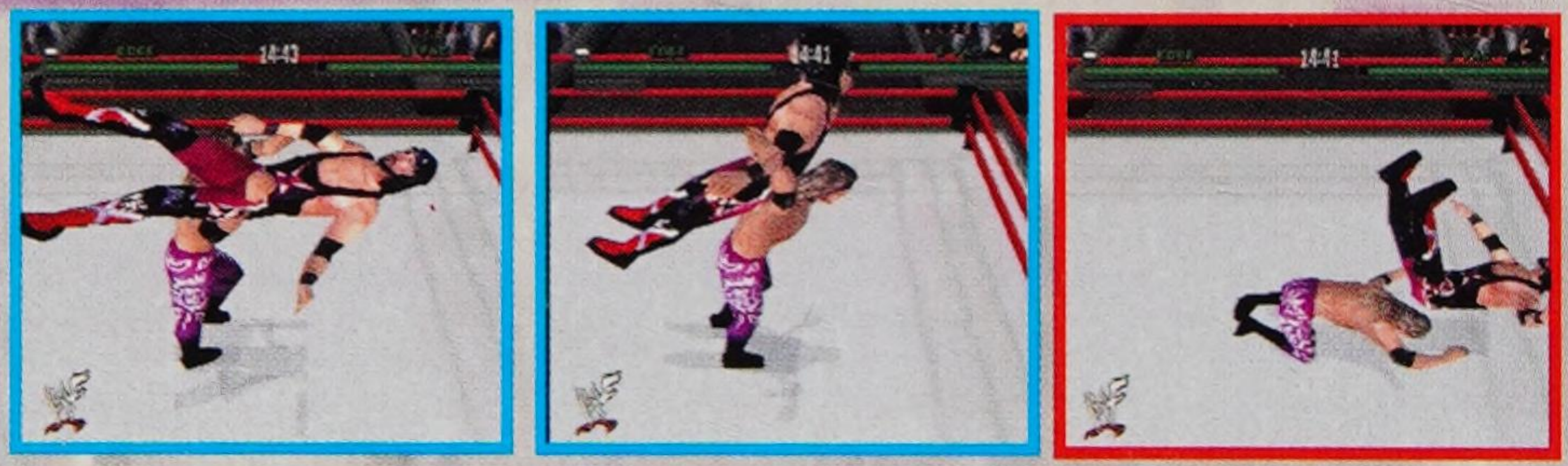
FINISHER

CRUCIFIX



With the opponent's back turned, the attacking superstar wraps both arms around one of his shoulders and his legs around the other and hoists himself onto the victim's back. As a result, the attacker uses his weight to drop the opponent back first to the mat for a pin attempt.

CRUCIFIX DROP

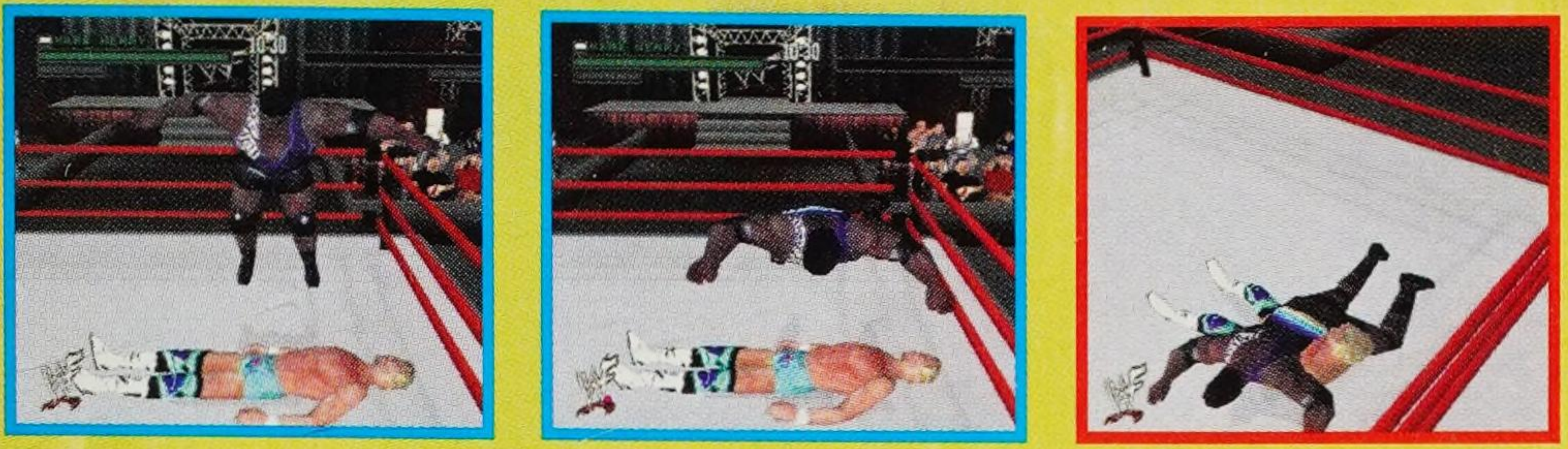


Similar to a Samoan Drop, only this time the superstar caught on his foe's shoulders is on the offense. After using both his arms and legs to hang on to the opponent, the superstar uses all of his weight to pull the victim backwards and onto his back for the pin.

DDT

Trapping the opponent's head in a front-facelock, the offensive superstar drives the enemy down to the mat in a seated position. As a result, the top of the opponent's head absorbs all of the punishment.

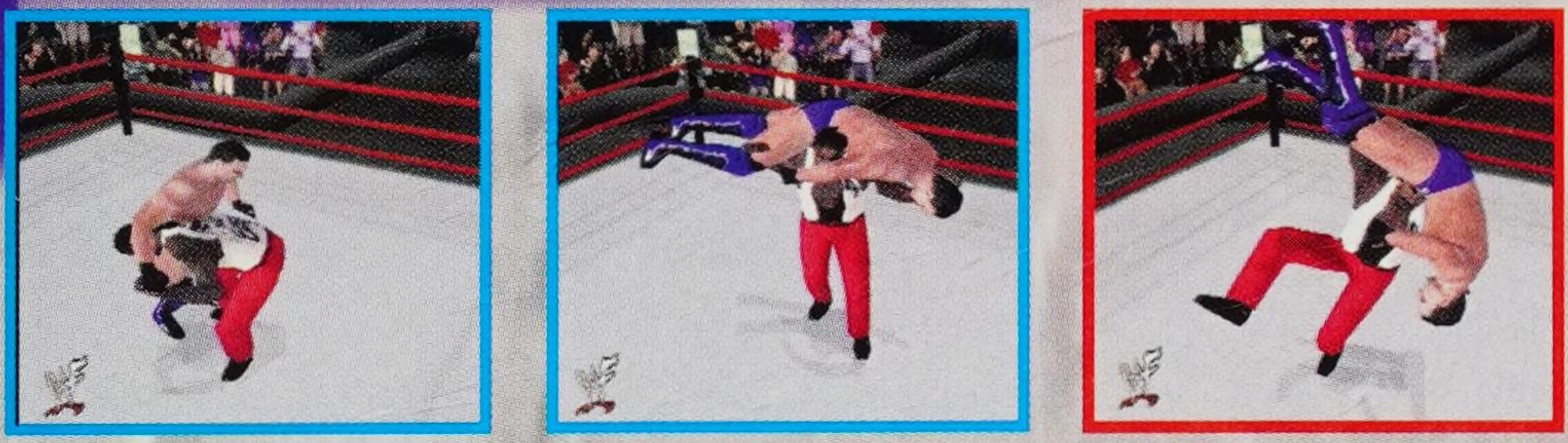
DEATH FROM ABOVE



Mark Henry's devastating finisher! It's a (very, very) high splash to an opponent on the ground.

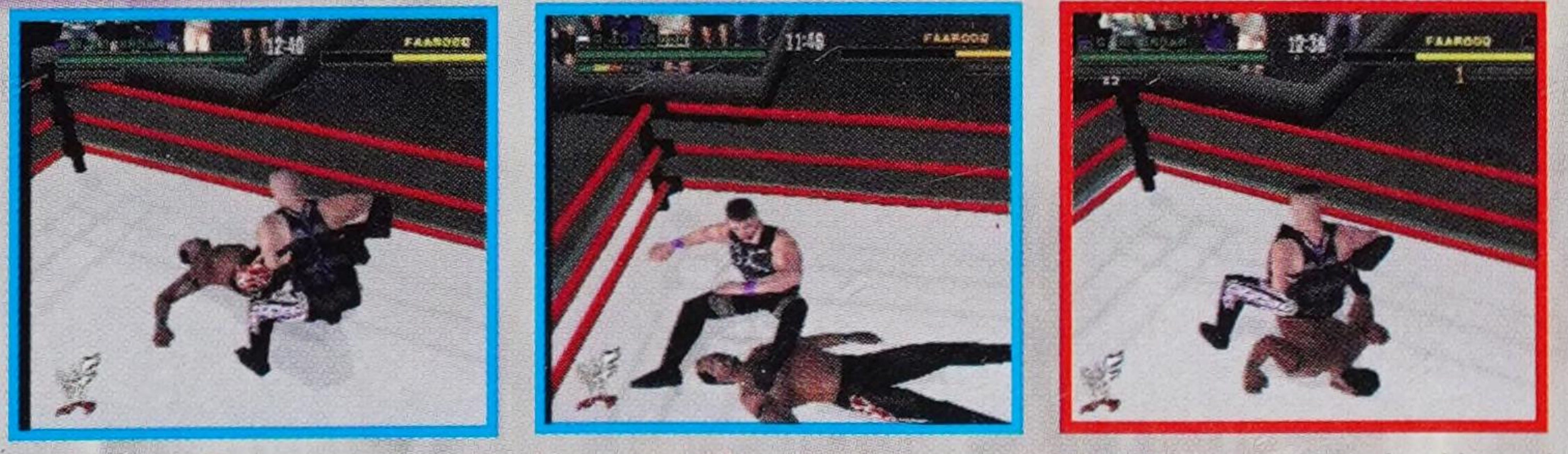
FINISHER

DEATH VALLEY DRIVER



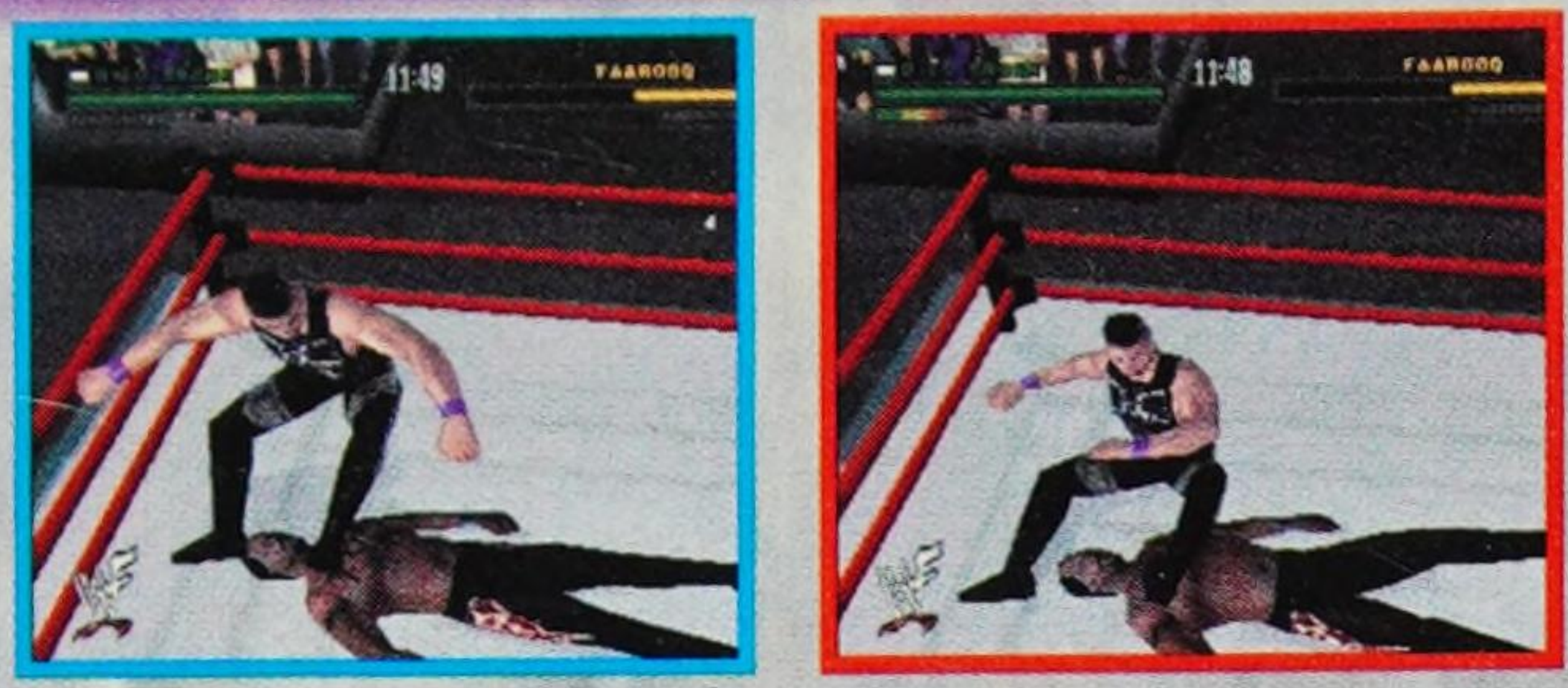
The Godfather's finisher! With the victim hanging vertically in the offensive superstar's grip, the superstar then takes a leap and plants his opponent down headfirst into the canvas. Not only does this maneuver jar the foe's head and neck, but also it effectively stuns them for the pin!

D'LO LEAF



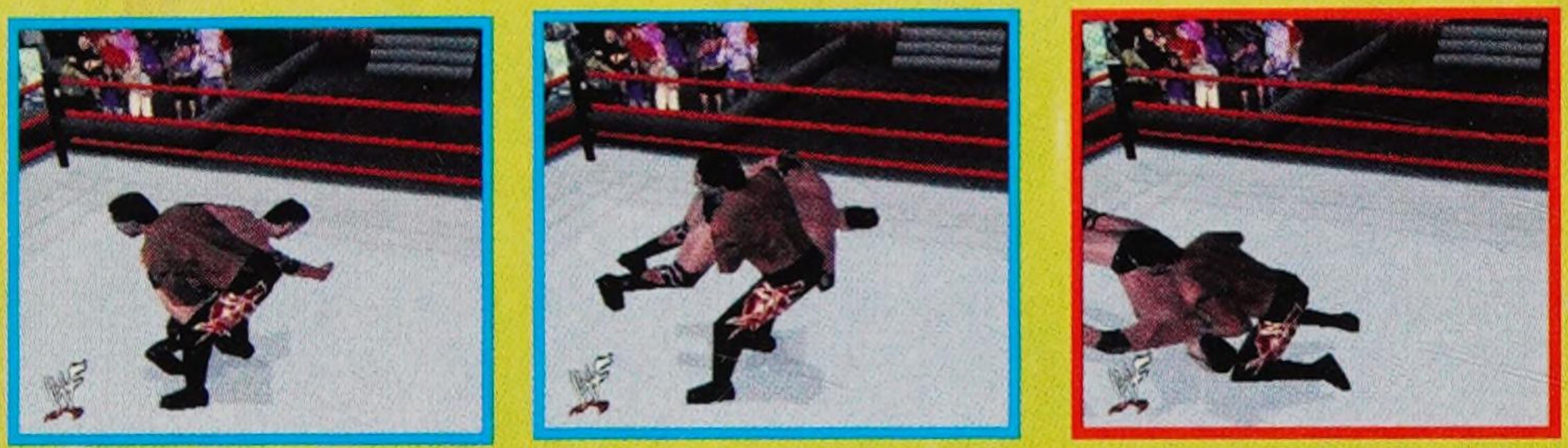
This is D'Lo Brown's variation of the Texas Cloverleaf. D'Lo grabs his opponent and lifts them vertically into a Lion Tamer position rather than flipping his victim into a Sharpshooter. The superstar continues the motion until his opponent has completely flipped over the top into a submission hold!

D'LO LEG DROP



This move is simple, but punishing on the opponent. With the victim on the canvas, D'Lo—in a standing position—drops his leg across the face and throat of the enemy with lightening quick speed.

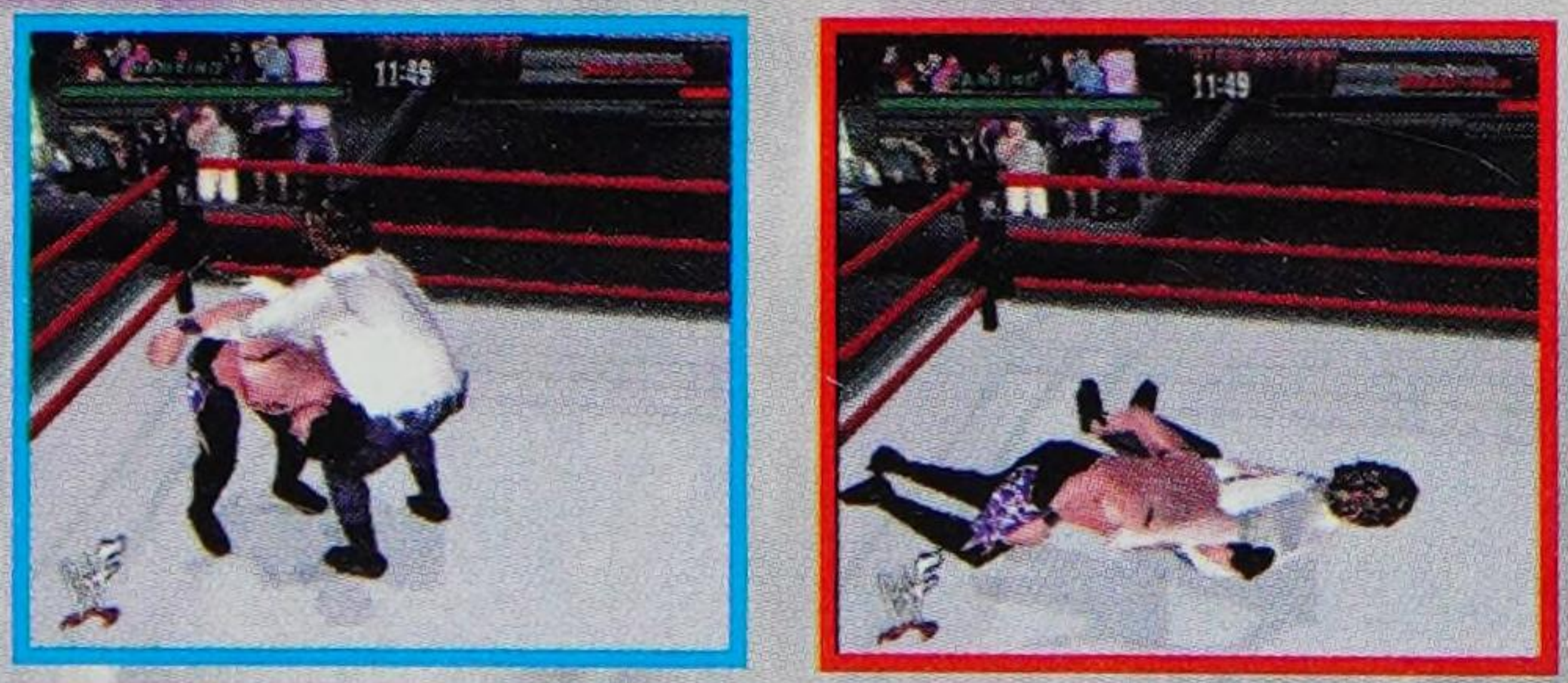
DOMINATOR



Faarooq's finisher! This move actually starts off like a Powerbomb, but instead of planing the opponent on their back the attacker falls forward with his victim. As a result, the opponent is flipped and driven face-first into the mat.

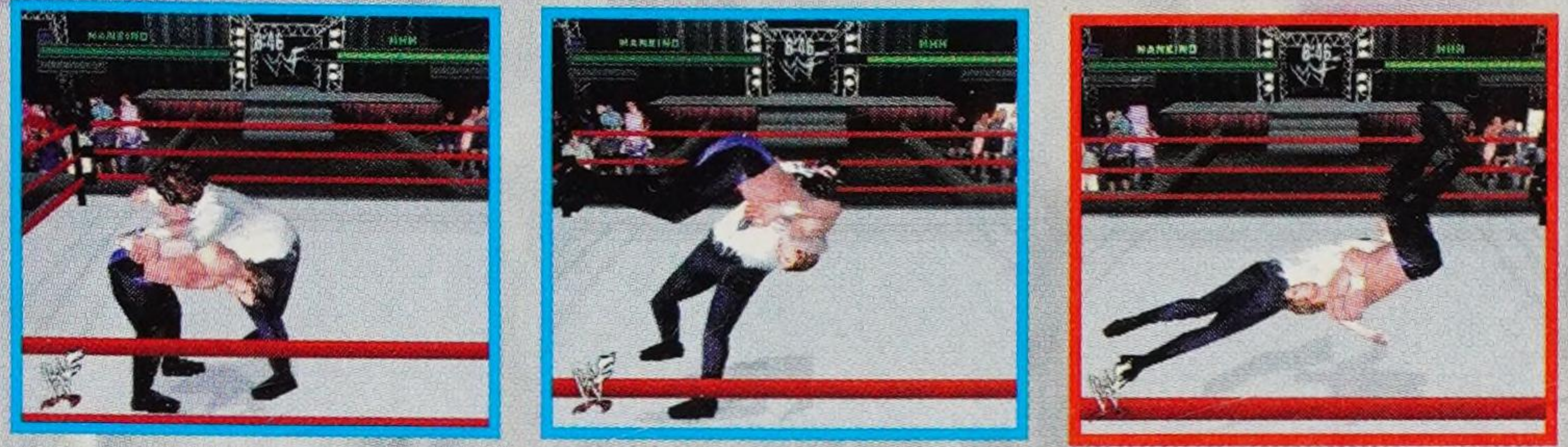
FINISHER

DOUBLE ARM DDT



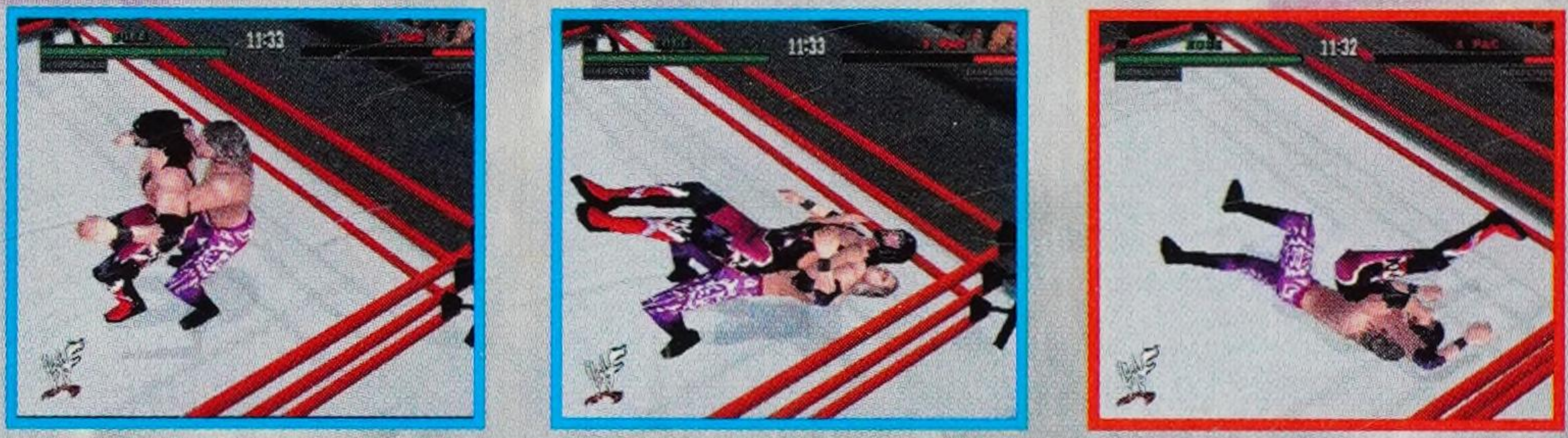
Mankind's trademark move! The attacking superstar bends his opponent and hooks his arms behind his back. The attacker then slams down hard, driving the opponent's head down into the mat.

DOUBLE UNDERHOOK SUPLEX



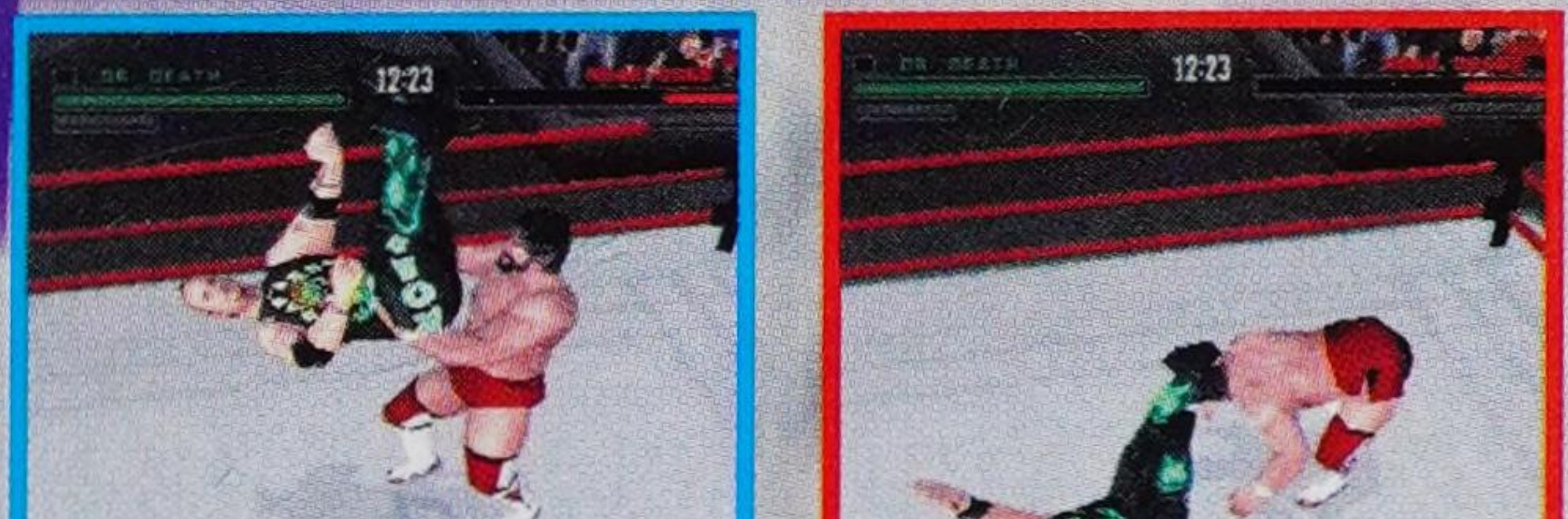
Similar to the Double Underhook Facebuster, only this time the offensive superstar carries through on the momentum into a high, arching suplex—slamming the victim on his back into the canvas.

DRAGON SUPLEX



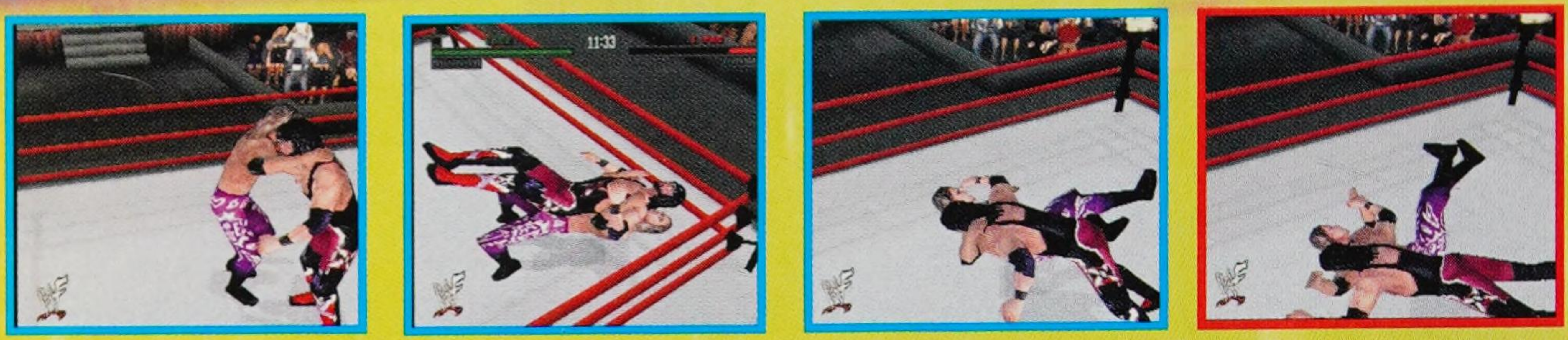
Grabbing the opponent by the neck, the offensive superstar twists his opponent around so that both the victim and attacker are facing the same direction. Then, the superstar uses the opponent's trunks to lift him into a suplex—dropping his foe on his face, chest and stomach!

DR. BOMB



This Gutwrench Powerbomb maneuver is a favorite of "Dr. Death" Steve Williams. Instead of placing the victim's head in between his legs at the start of the move, Williams unleashes the attack with the opponent's head on the outside of his thigh for more impact!

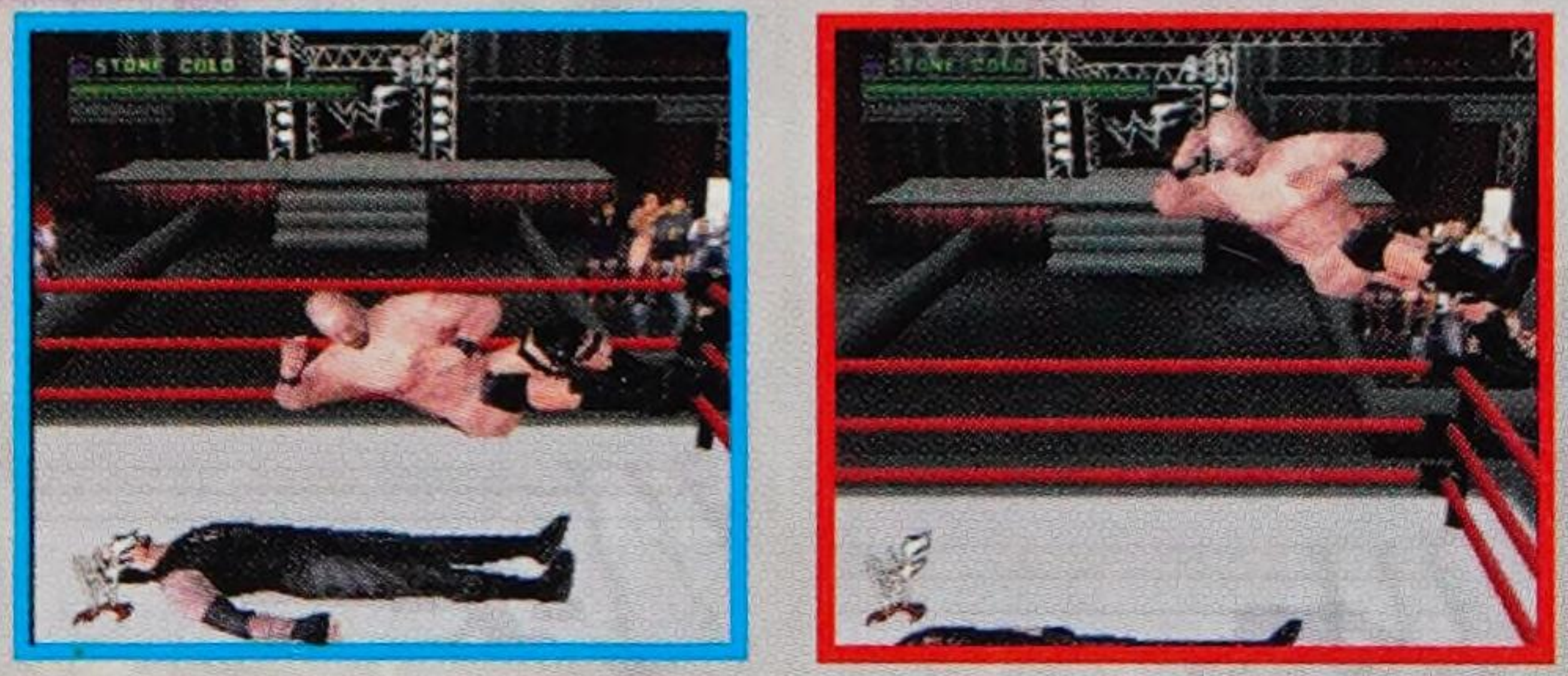
DOWNWARD SPIRAL



Also known as Edge's finisher! Facing the opponent's back, the attacking superstar wraps one of his arms around the victim's throat, bends him backwards and drives him down to the canvas on the back of his head.

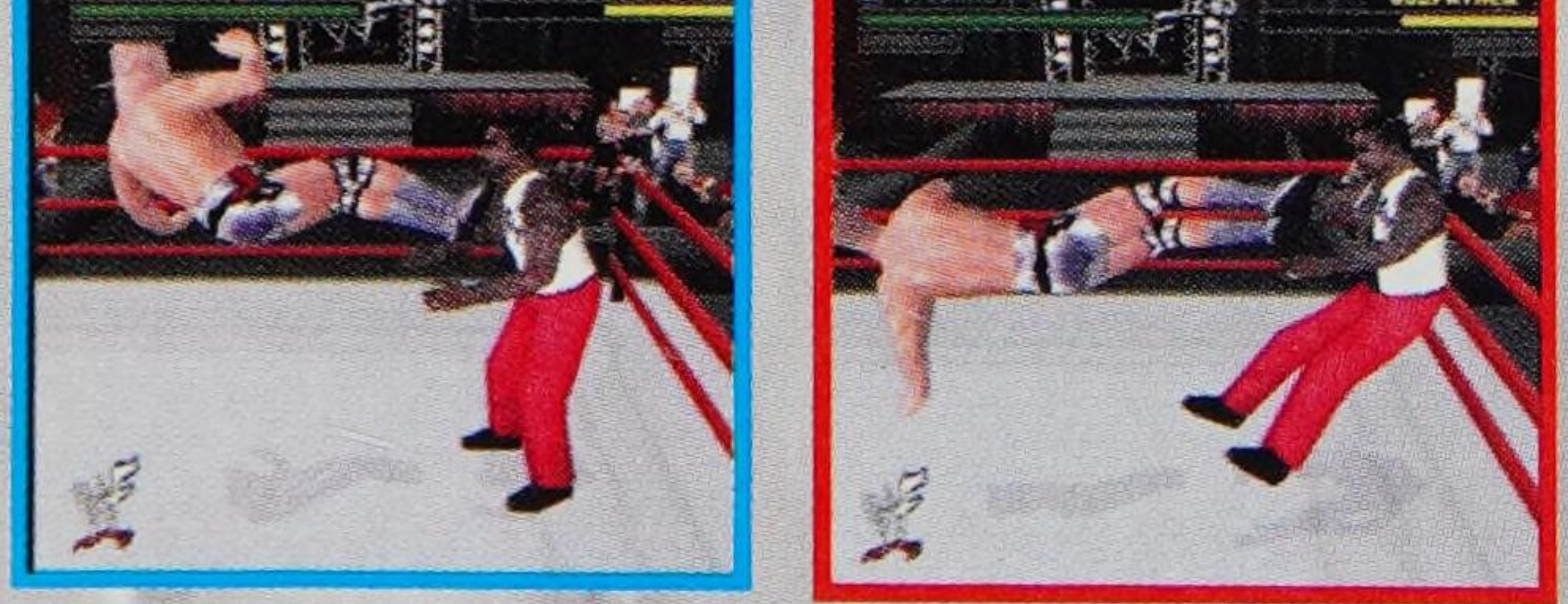
FINISHER

DRIVING ELBOW FROM TURNBUCKLE



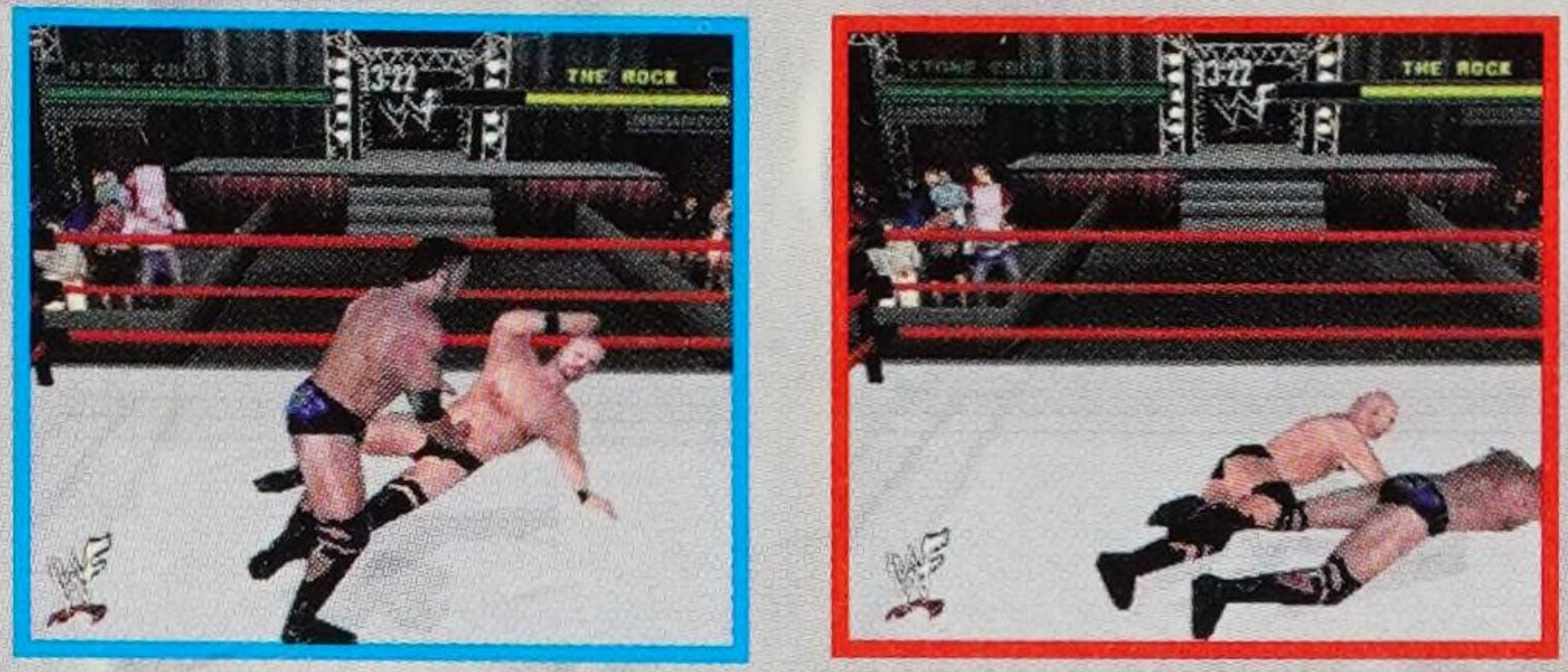
An elbow drop delivered from the bottom, middle or top turnbuckle. With the opponent on the canvas, the offensive superstar leaps from the turnbuckle and drives his elbow into the victim's chest, throat or head.

DROP KICK



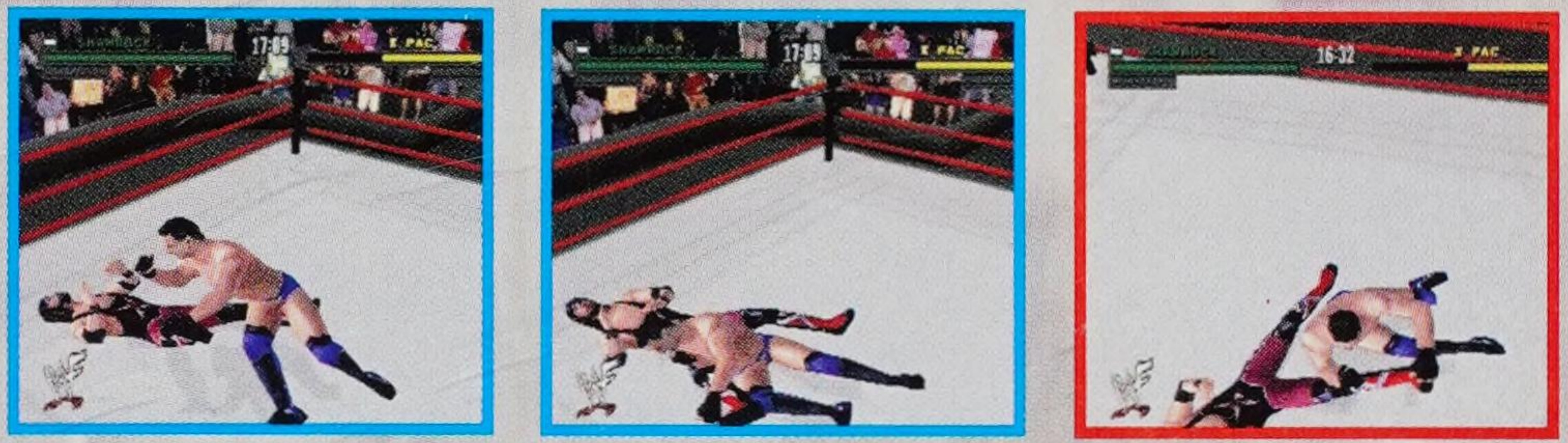
A two-footed leaping kick to an opponent's chest. This move can be performed while the attacker is standing, running towards his opponent, against a running opponent, and off of the turnbuckle.

DROP TOE HOLD



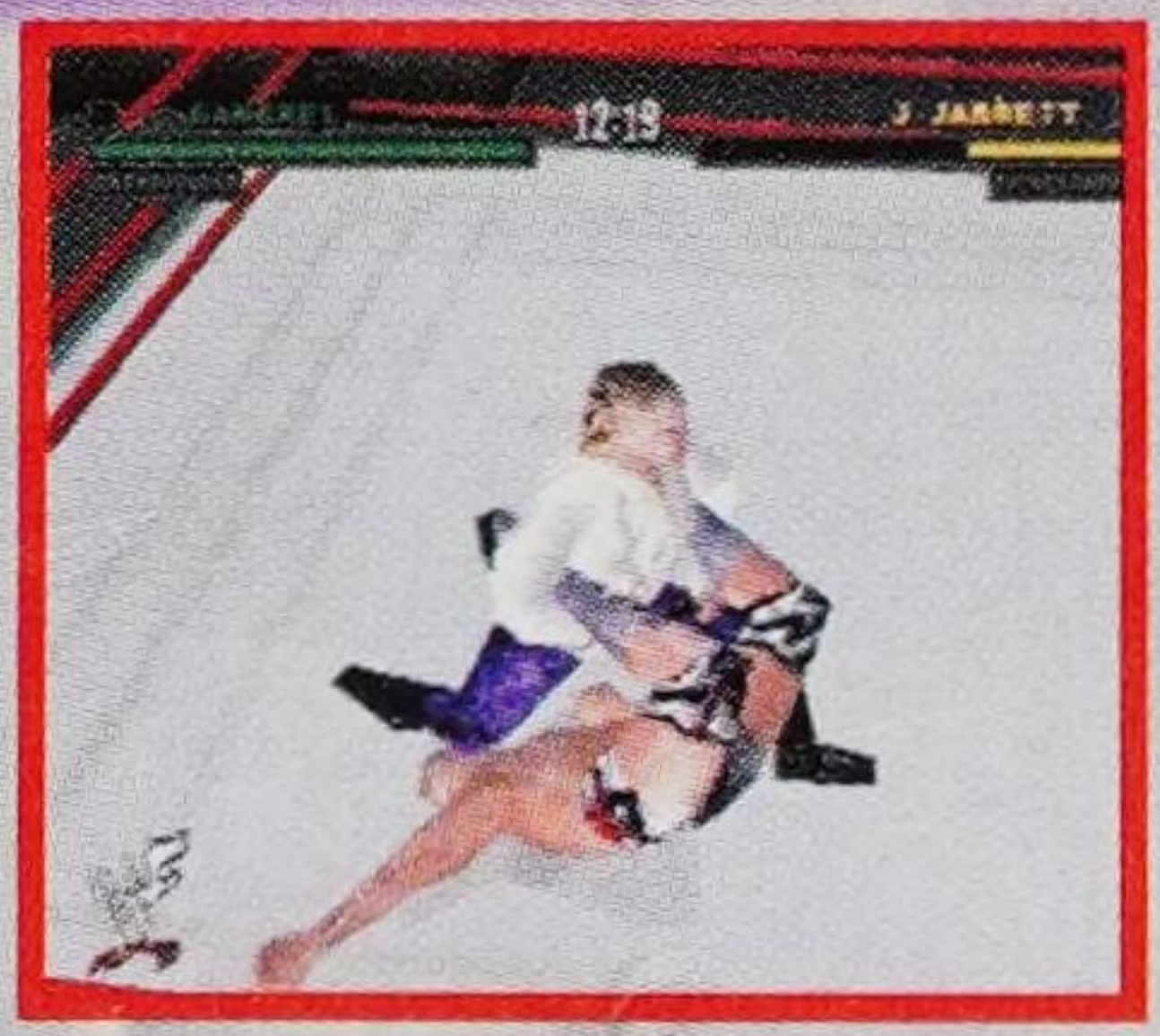
The attacking superstar drops to the mat using his legs to trip and lock his opponent's ankles, forcing him to fall forward, and become trapped in a Toe Hold.

ELBOW DROP



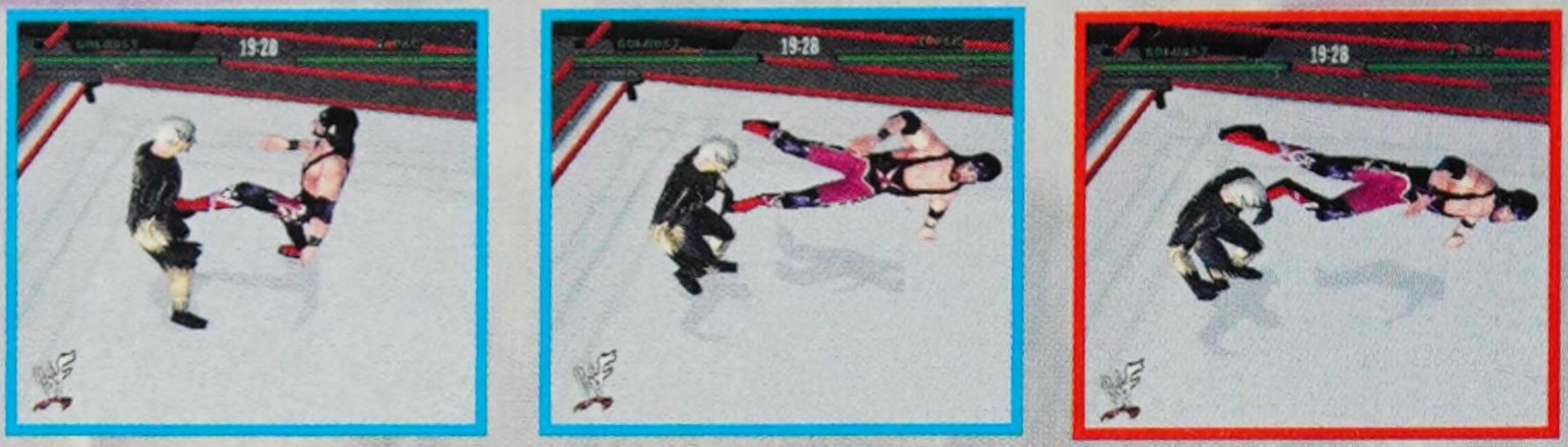
The elbow drop can be executed from a standing or running position. With the opponent's back to the canvas, the offensive superstar drops his elbow on the victim's chest, throat, head or leg.

ELEVATED CRAB



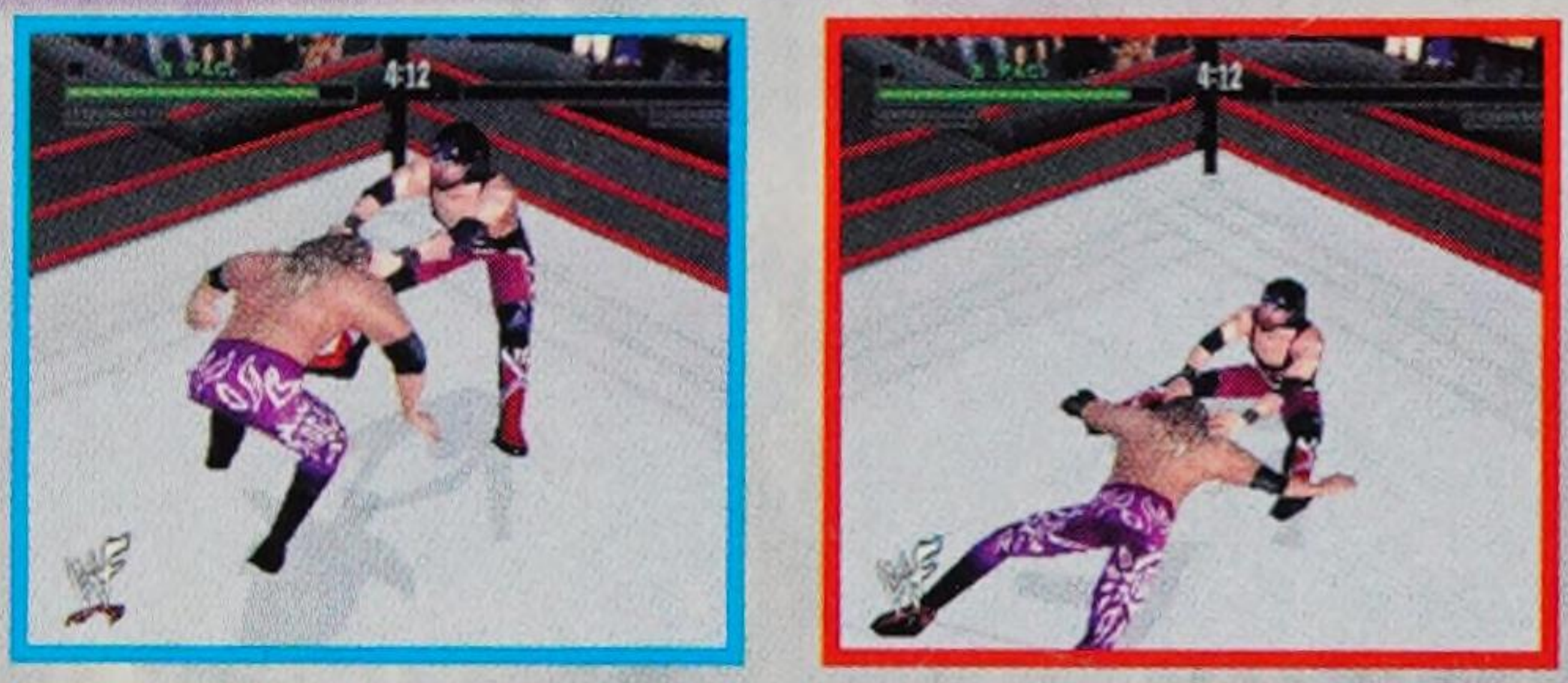
Grabbing both of the victim's legs, the attacking superstar uses them to roll his foe on his stomach. Maintaining hold of the legs, the superstar then sits back on his victim—putting extreme pressure on the opponent's back.

ENZIGURI



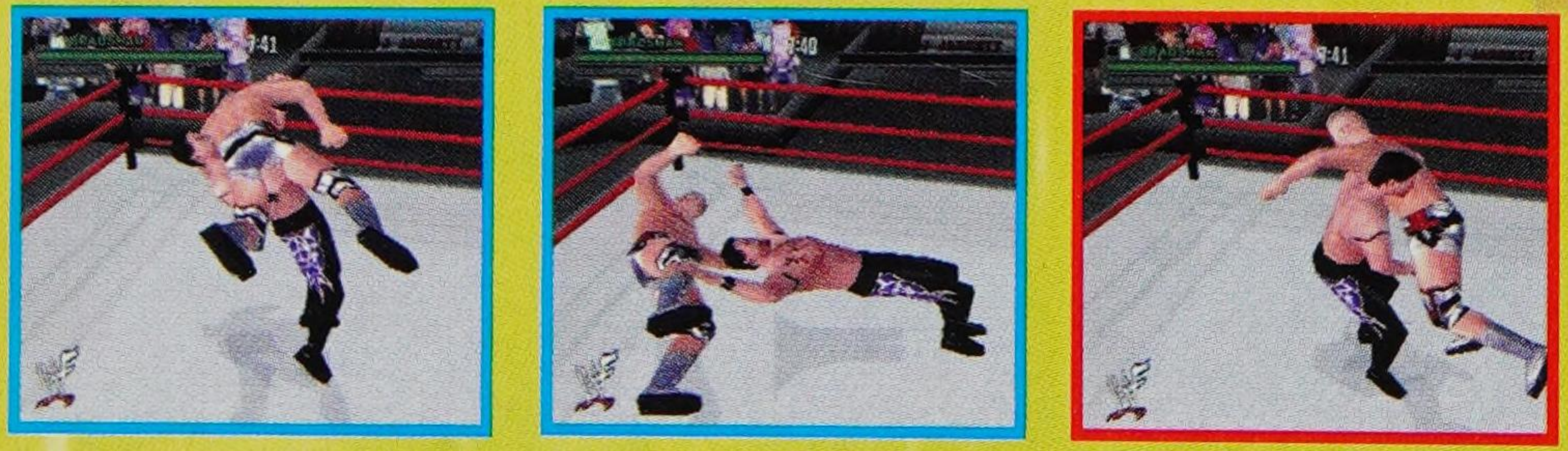
In the standing position, the attacking superstar jumps up and delivers a quick kick to the back of the opponent's head. This maneuver can be accomplished with the victim to the front, back or side of the attacker.

FACE BUSTER



Standing to the side of the victim, the attacking superstar wraps a leg around an opponent's leg, grabs his opposite shoulder for balance and then falls forward with him to drive his face into the canvas.

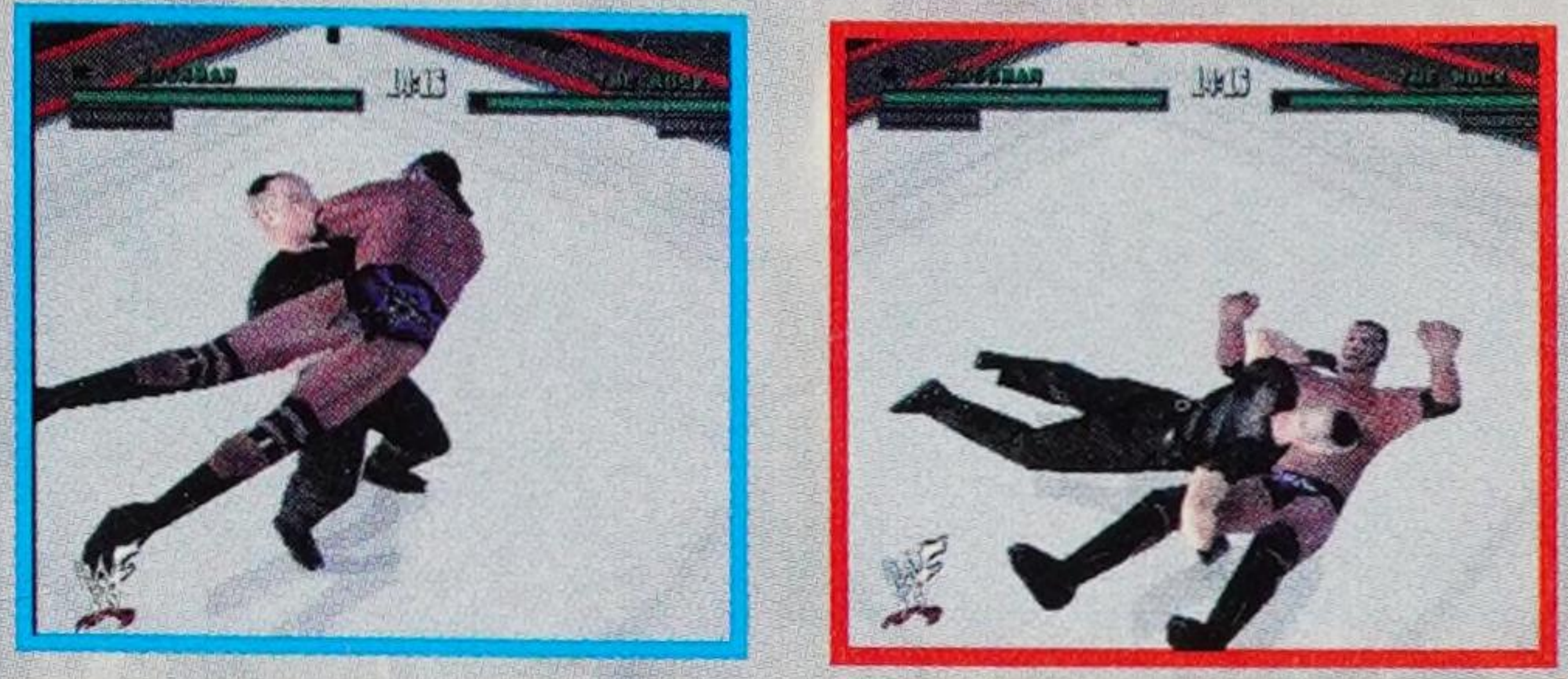
FALL AWAY SLAM



The powerful Bradshaw's finisher! With the opponent charging the player, the attacking superstar catches his foe in mid-air horizontally, then flips the victim backwards—tossing him to the canvas.

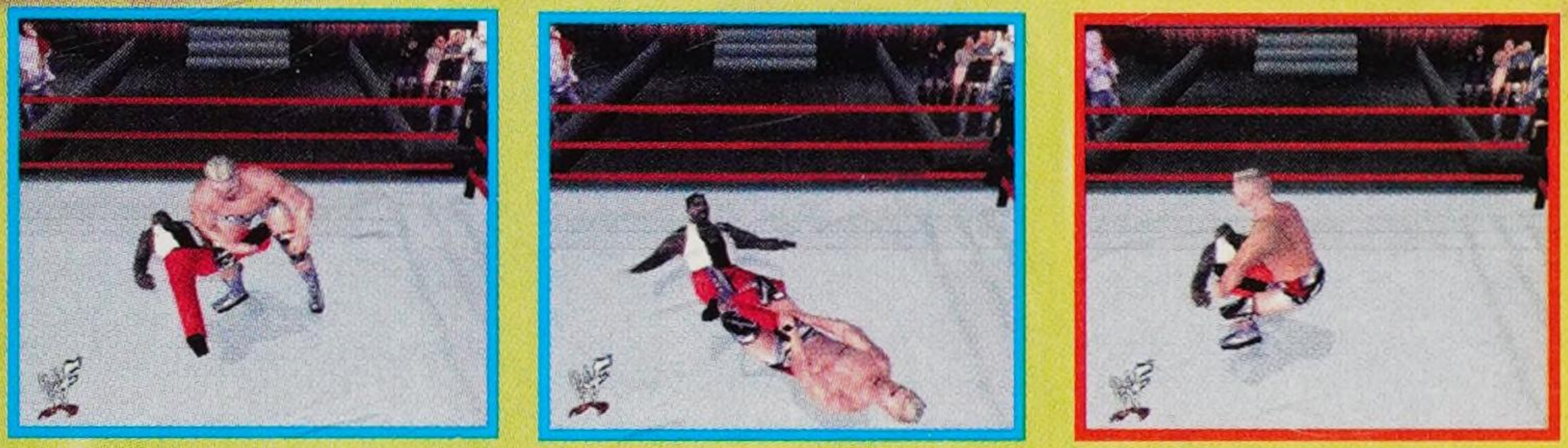
FINISHER

FALL FORWARD SLAM



With the opponent charging the player, the attacking superstar catches his foe in mid-air horizontally, then drives the opponent in the canvas, resulting in a pin attempt.

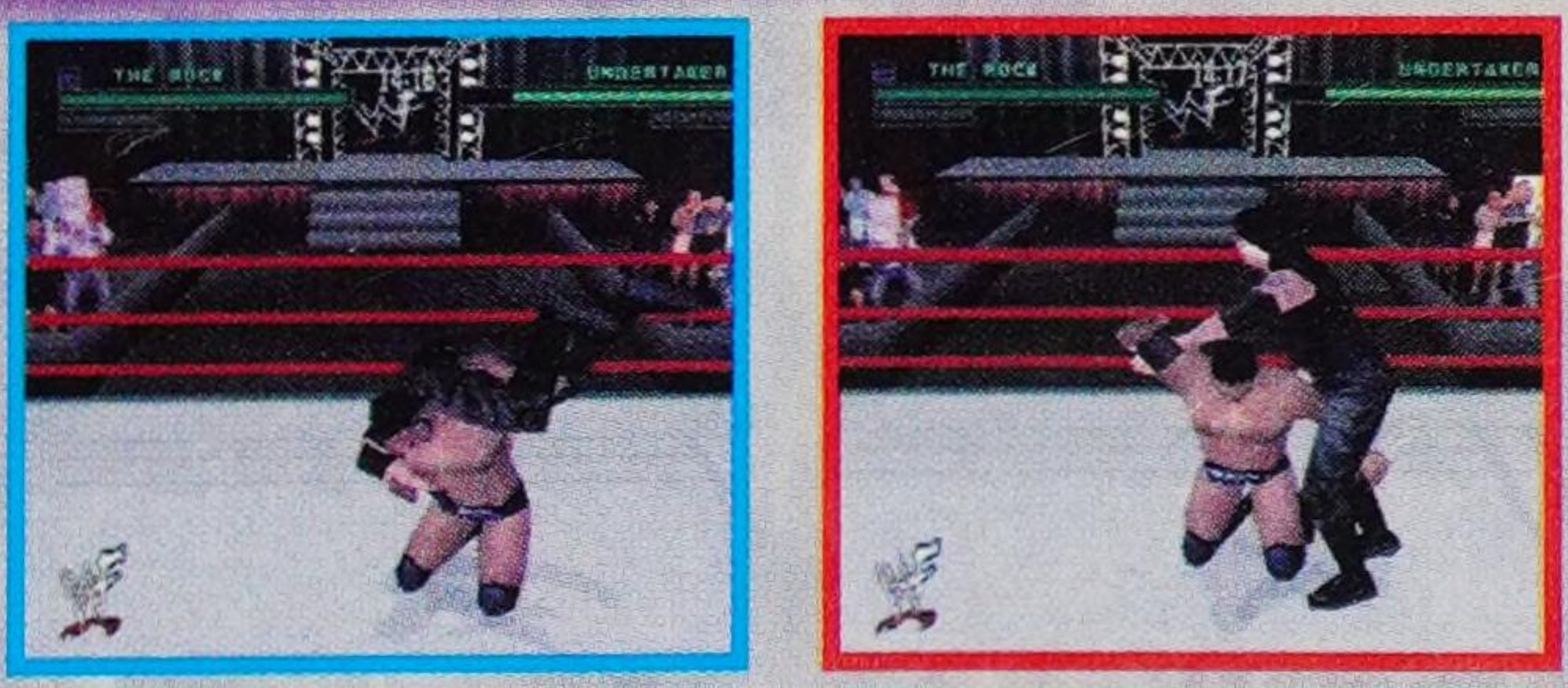
FIGURE FOUR LEG LOCK



Jeff Jarrett's finisher! With the opponent on the canvas, the attacking superstar takes hold of one leg, spins around, drops down on his back and locks the victim's other leg horizontal to it—resulting in excruciating pain in the knee joints.

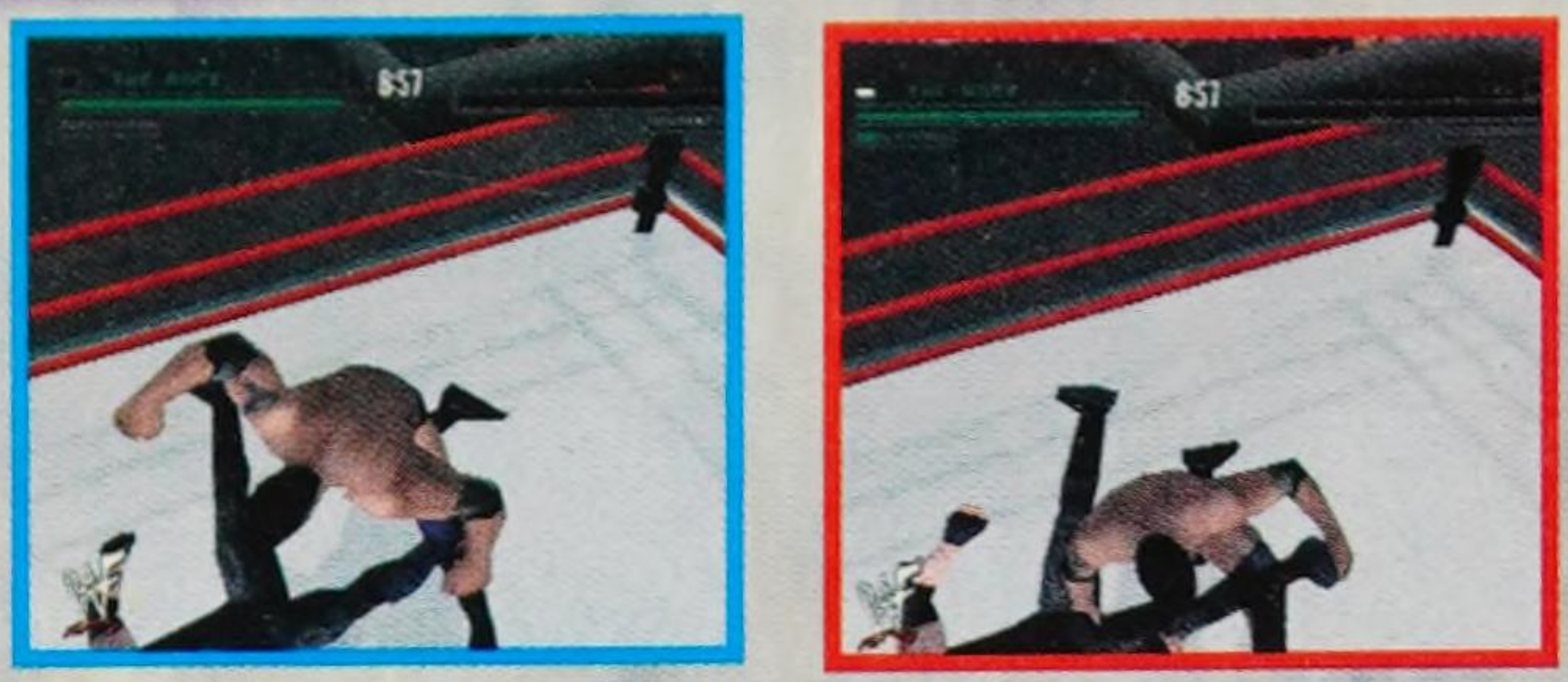
FINISHER

FIREMAN'S CARRY



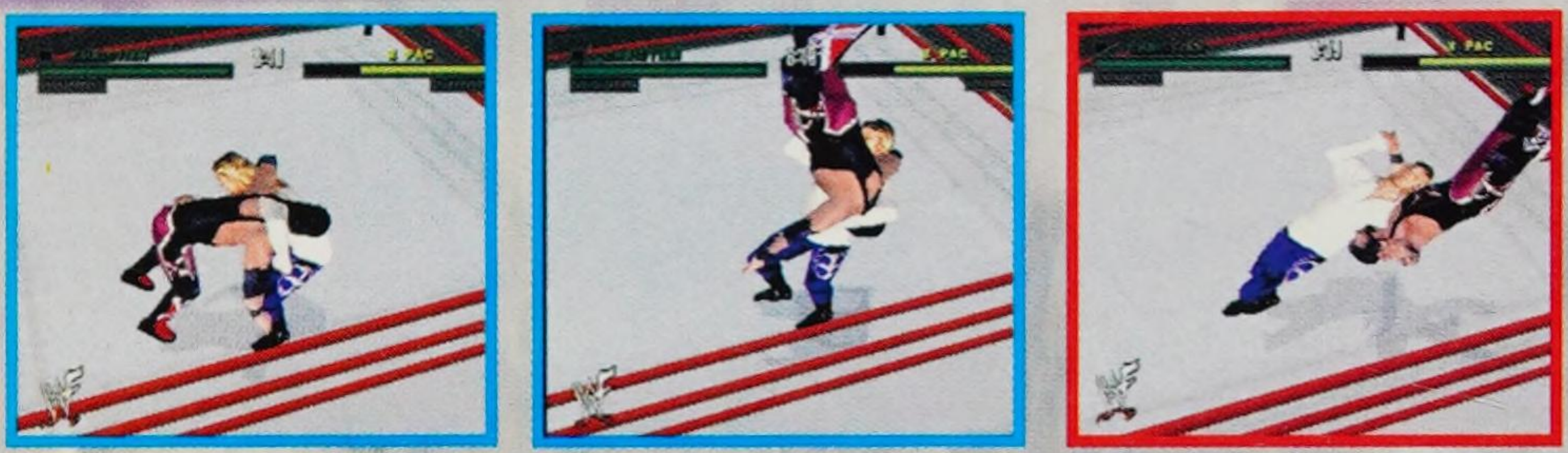
Firemen never knew the anguish this move would cause! The attacking superstar hoists his opponent across his shoulders and then onto the mat.

FIST TO GROIN



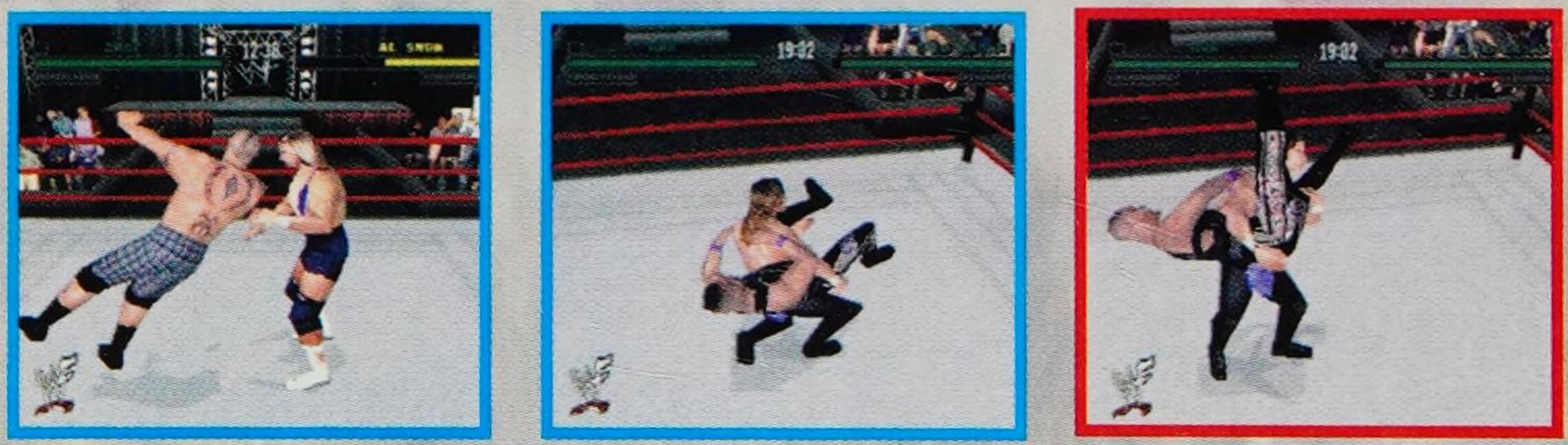
This move is self-explanatory.

FLOAT OVER SUPLEX



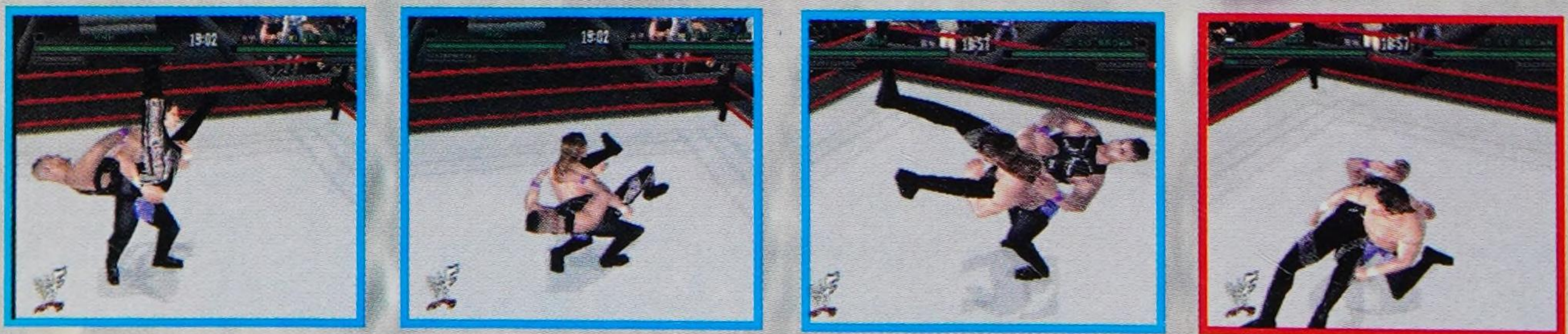
The aggressor stand Belly to Belly with his opponent, hooks the opponent's arms under his own, then takes the opponent over his head for a ride.

FLYING BACK ELBOW



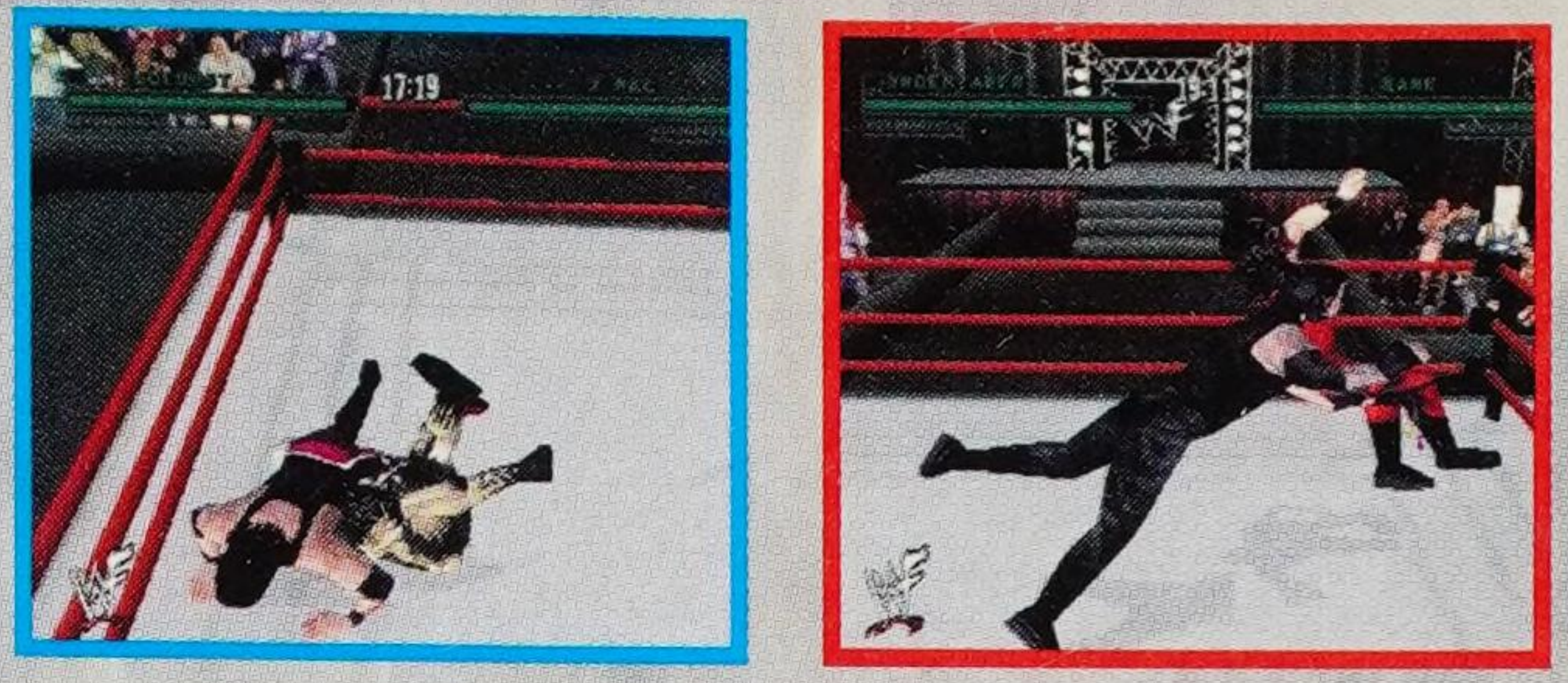
The attacking superstar delivers a variation of the back elbow in this move.

FRONT BACKBREAKER



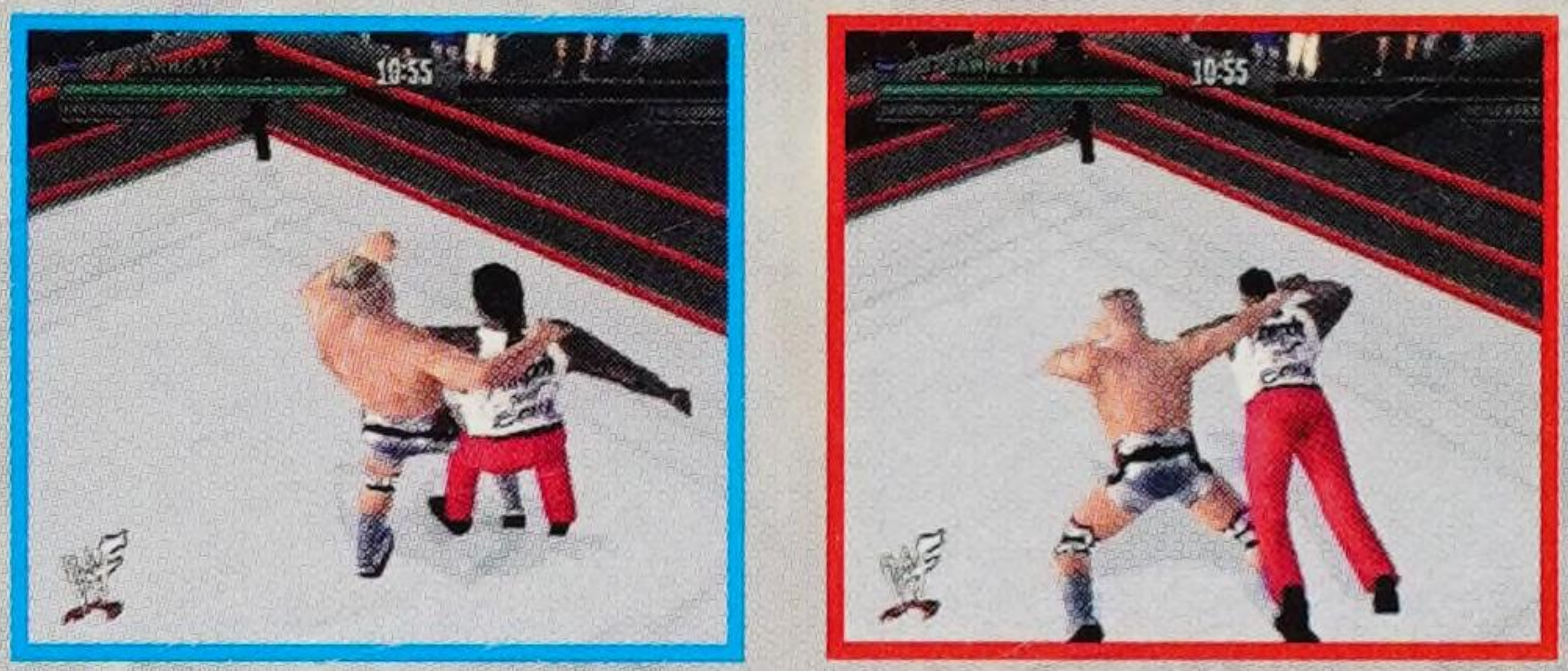
The attacking superstar grabs an opponent as if to be body slammed, but instead is brought back first, down onto the attacker's knee.

FRONT FACE DDT



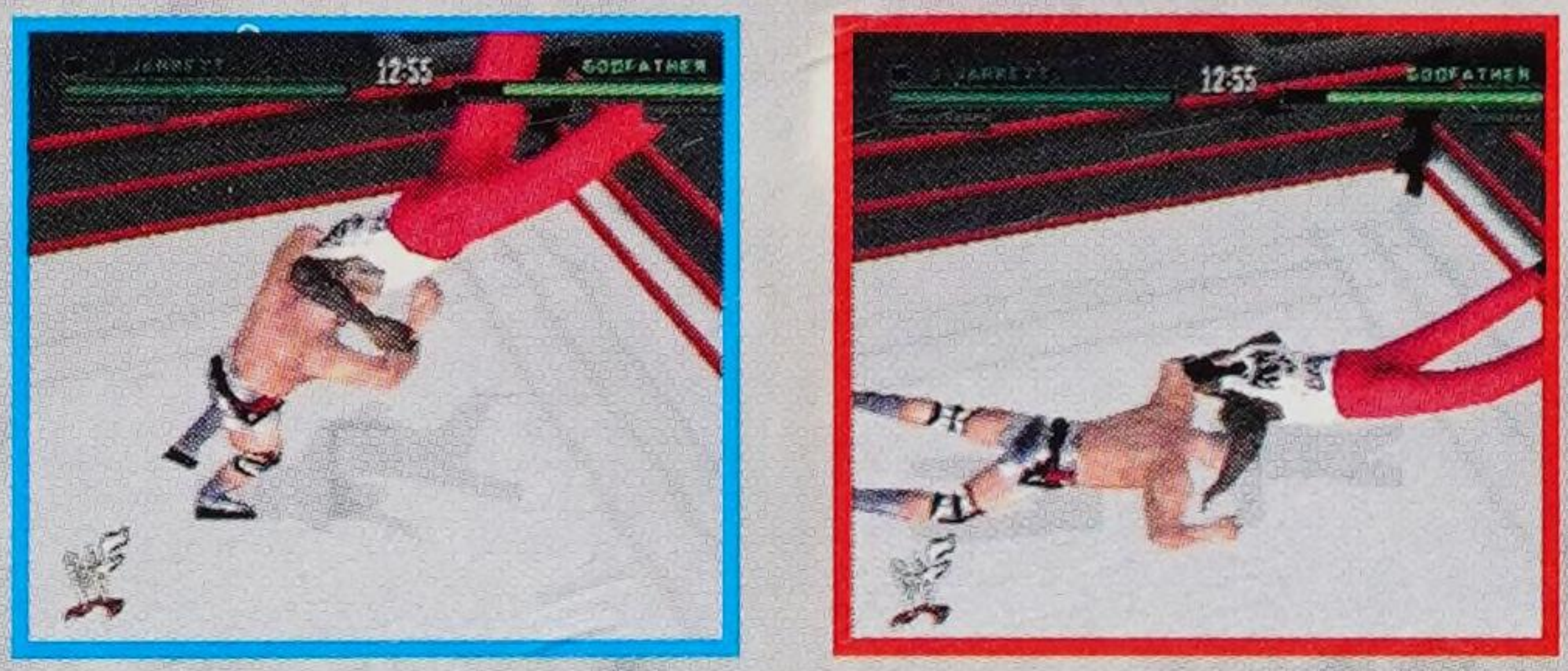
Starts off like the Stone Cold Stunner, with the attacking superstar turning his back to the opponent and grabbing their head from behind. However, instead of dropping the victim the attacker runs forward with the enemy and drives their head and neck backward in the fall.

FRONT RUSSIAN LEG SWEEP



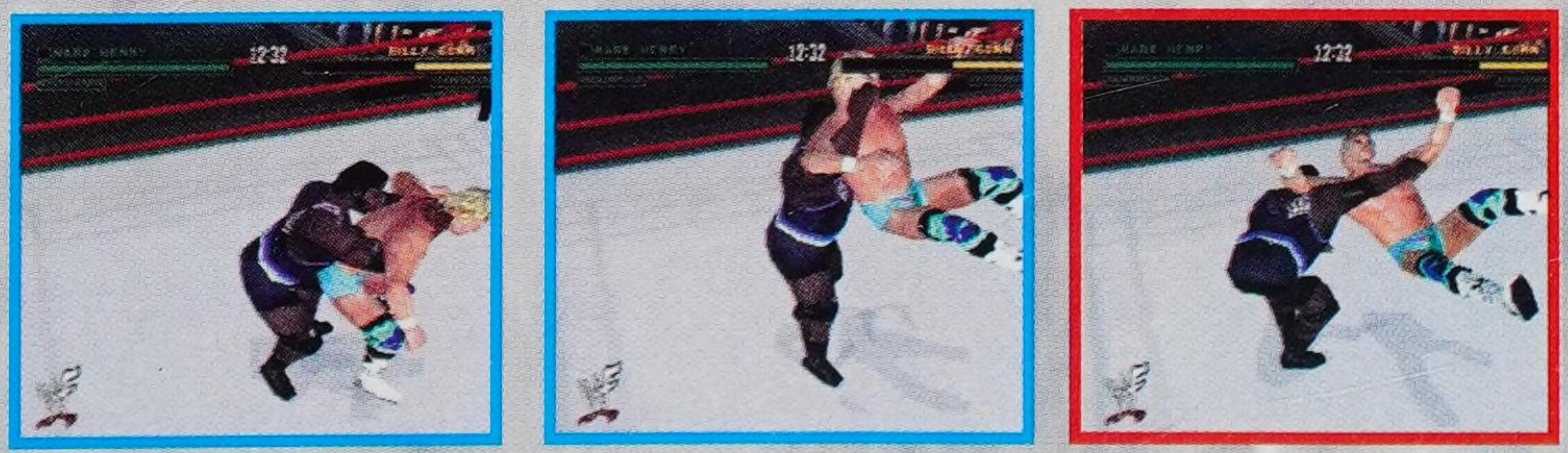
With the two superstars standing side-by-side, the offensive superstar wraps his near leg around the opponent's and uses his arm to take control of him. However, instead of throwing the victim backwards in a regular Russian Leg Sweep, the attacking superstar drives the opponent's body forward, planting his face in the canvas.

FRONT SUPLEX



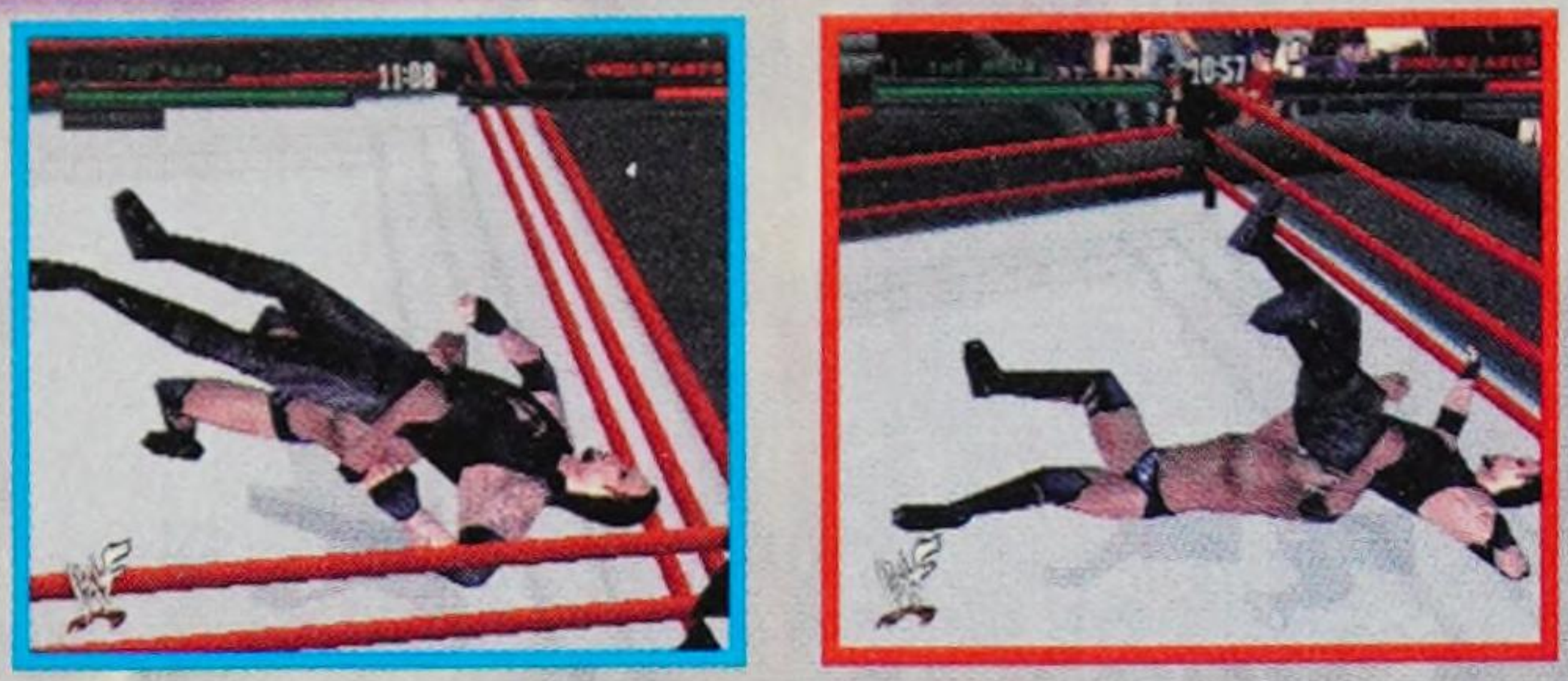
From the tieup, the aggressor will wrap up his opponent like he's going to take him over in a Vertical Suplex, but instead takes him halfway up, then drops him face first back into the canvas.

FULL NELSON SLAM



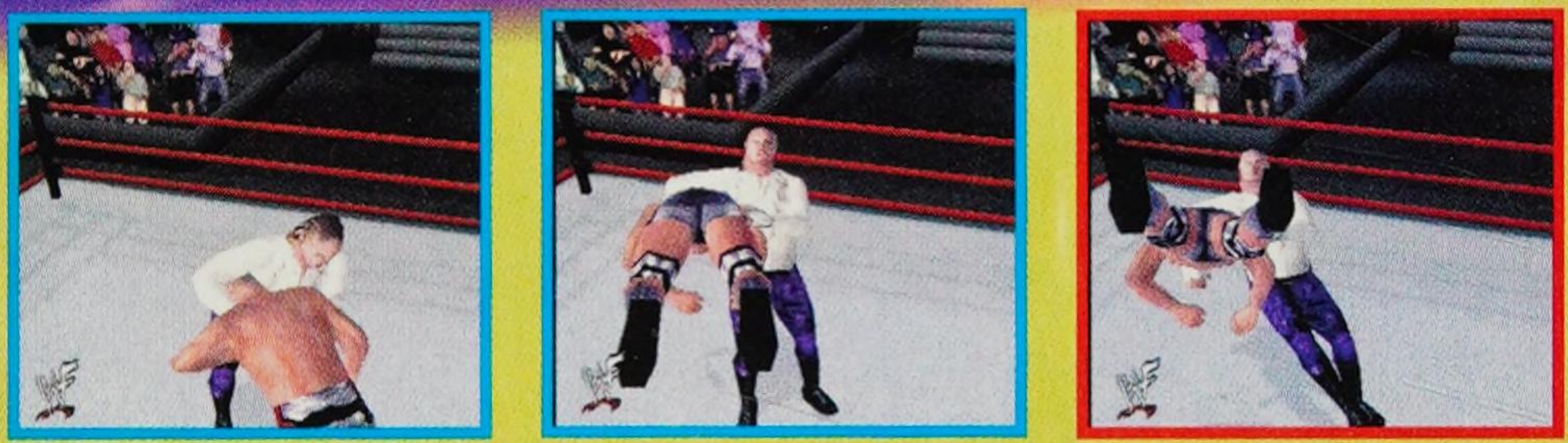
Similar to a Full Nelson, only this time the attacking superstar drives the victim forward and smashes their face on the canvas.

GERMAN SUPLEX



Standing behind the opponent, the attacking superstar grabs his victim around the belly and lifts them up and over—driving the back of their head and neck to the canvas.

GIANT DDT

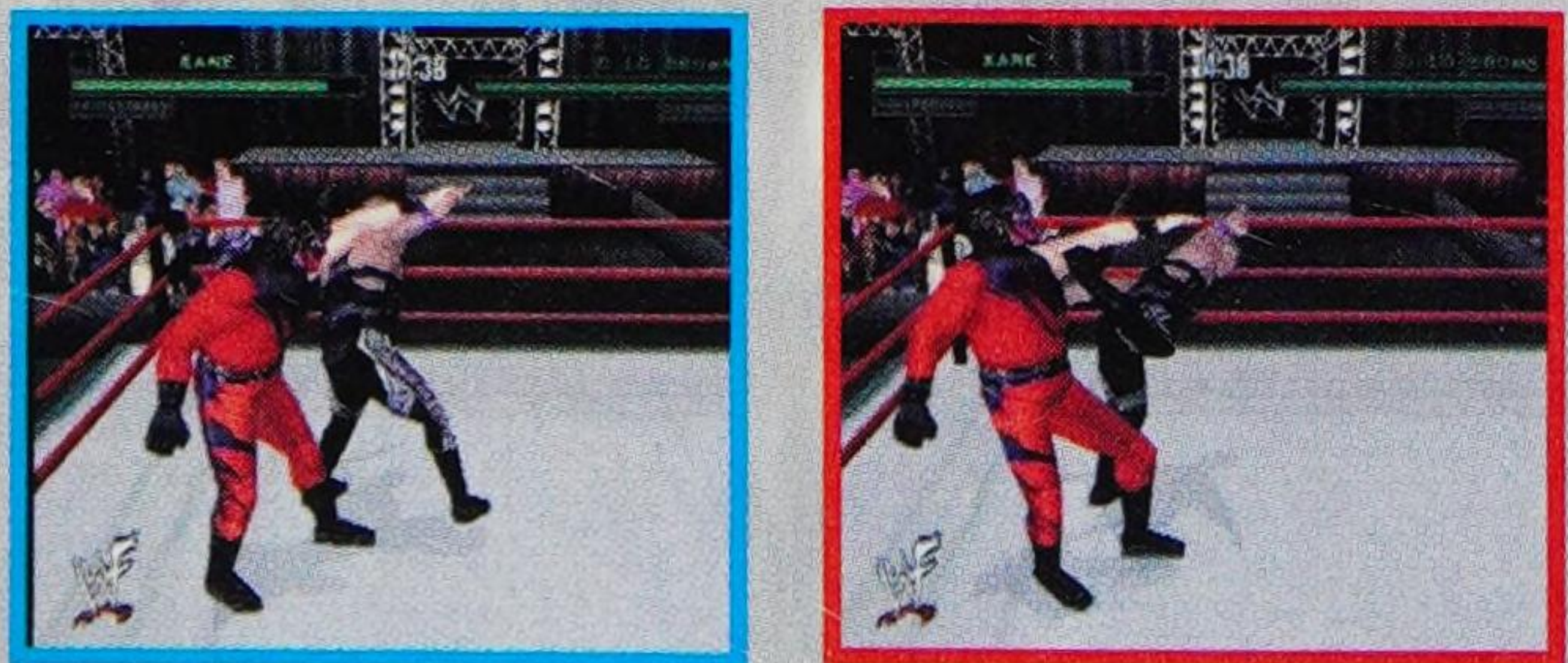


Gangrel's* finishing move! Similar to a regular DDT, but with much more impact. After locking the victim's head in one of his arms, the offensive superstar uses the other arm to lift the opponent in the air by his tights or midsection—almost into a suplex position. With the victim off his feet, the superstar then drives him straight down head-first to the canvas.

*Gangrel created by White Wolf, Inc. Gangrel is a trademark of White Wolf, Inc. All Rights Reserved.

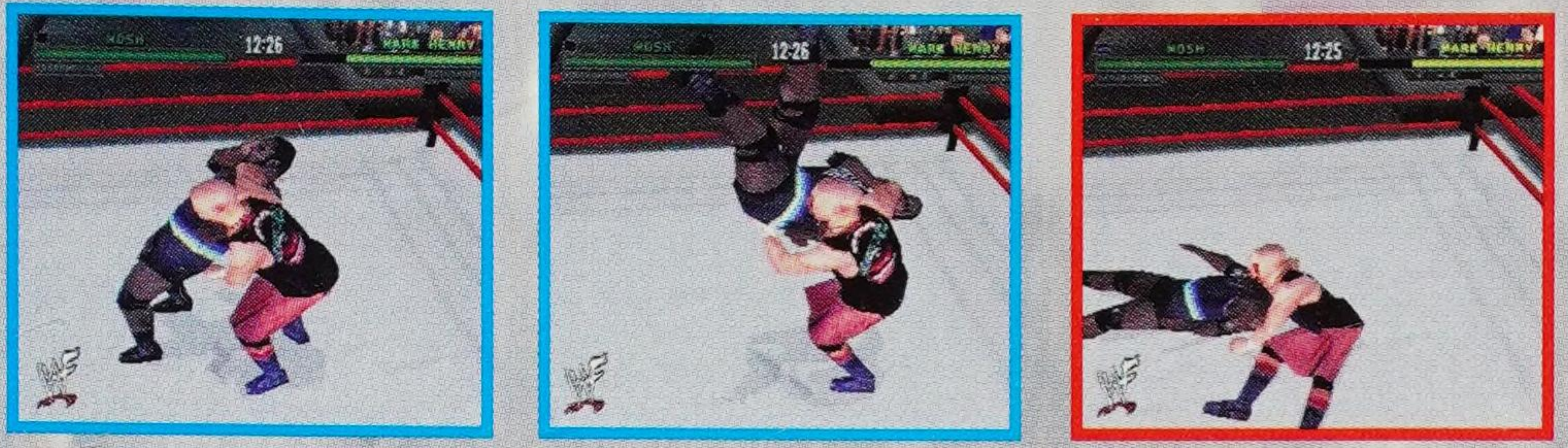
FINISHER

GODFATHER KICK



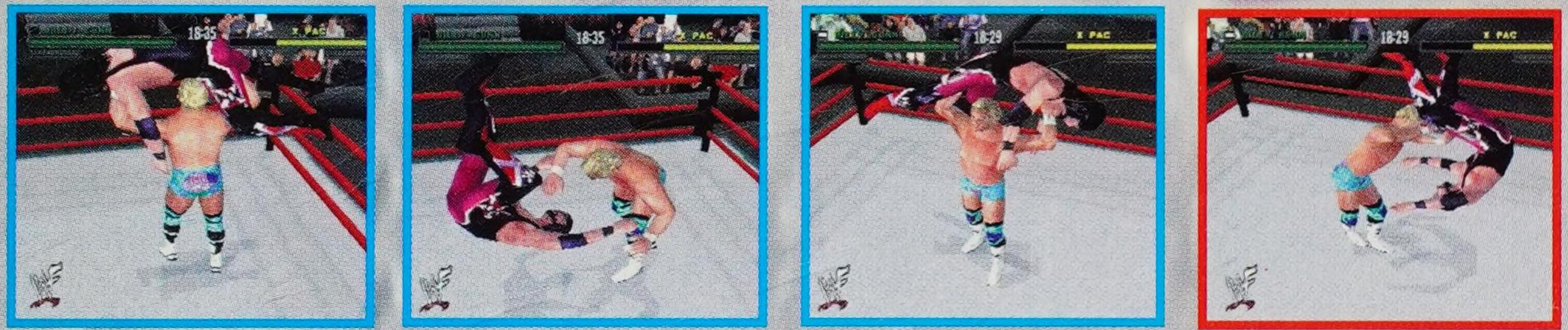
A kick move favored by Godfather and D'Lo Brown.

GUTWRENCH POWERBOMB



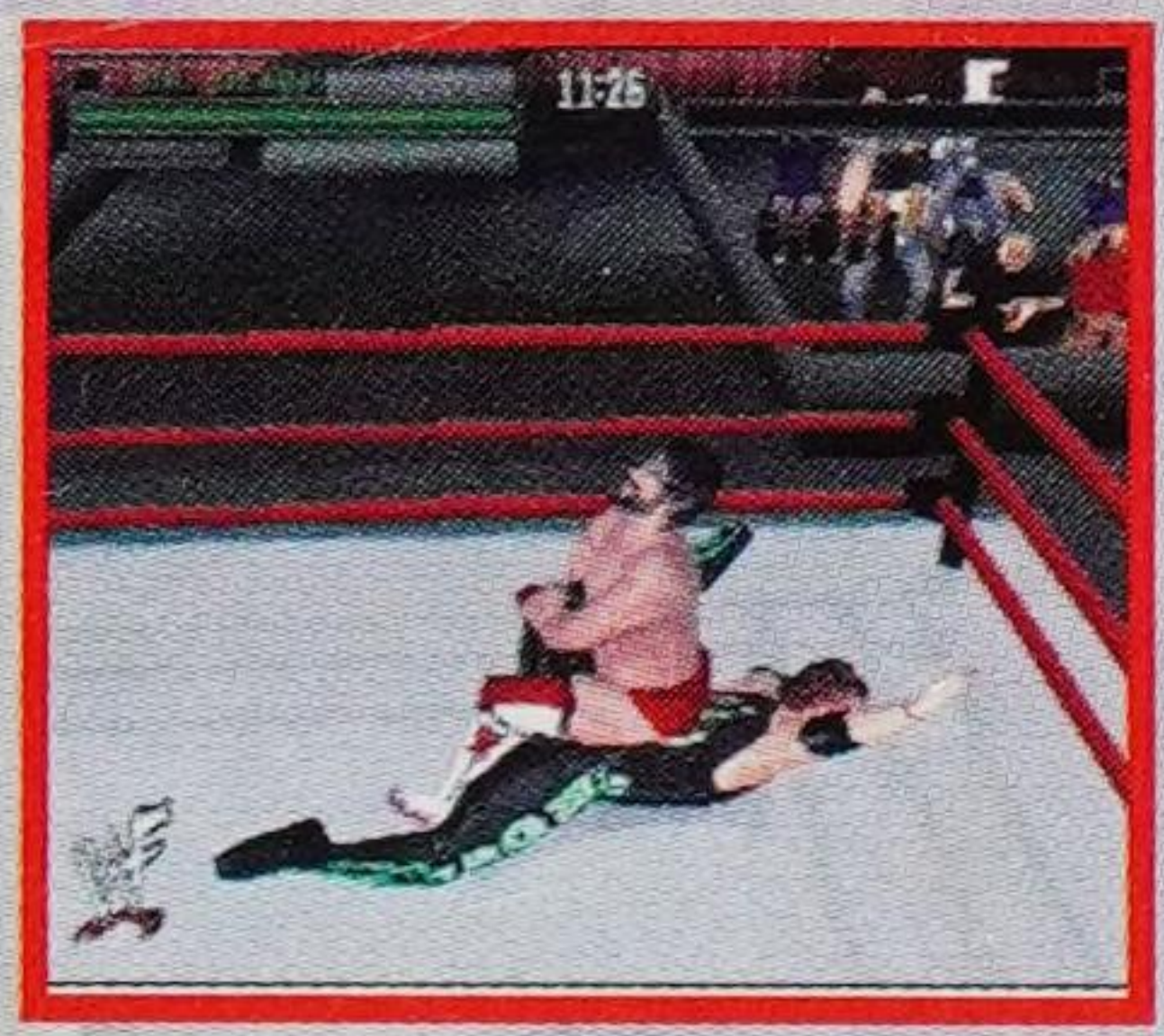
Instead of placing the victim's head in between his legs at the start of the move, Williams unleashes the attack with the opponent's head on the outside of his thigh for more impact!

GORILLA PRESS SLAM



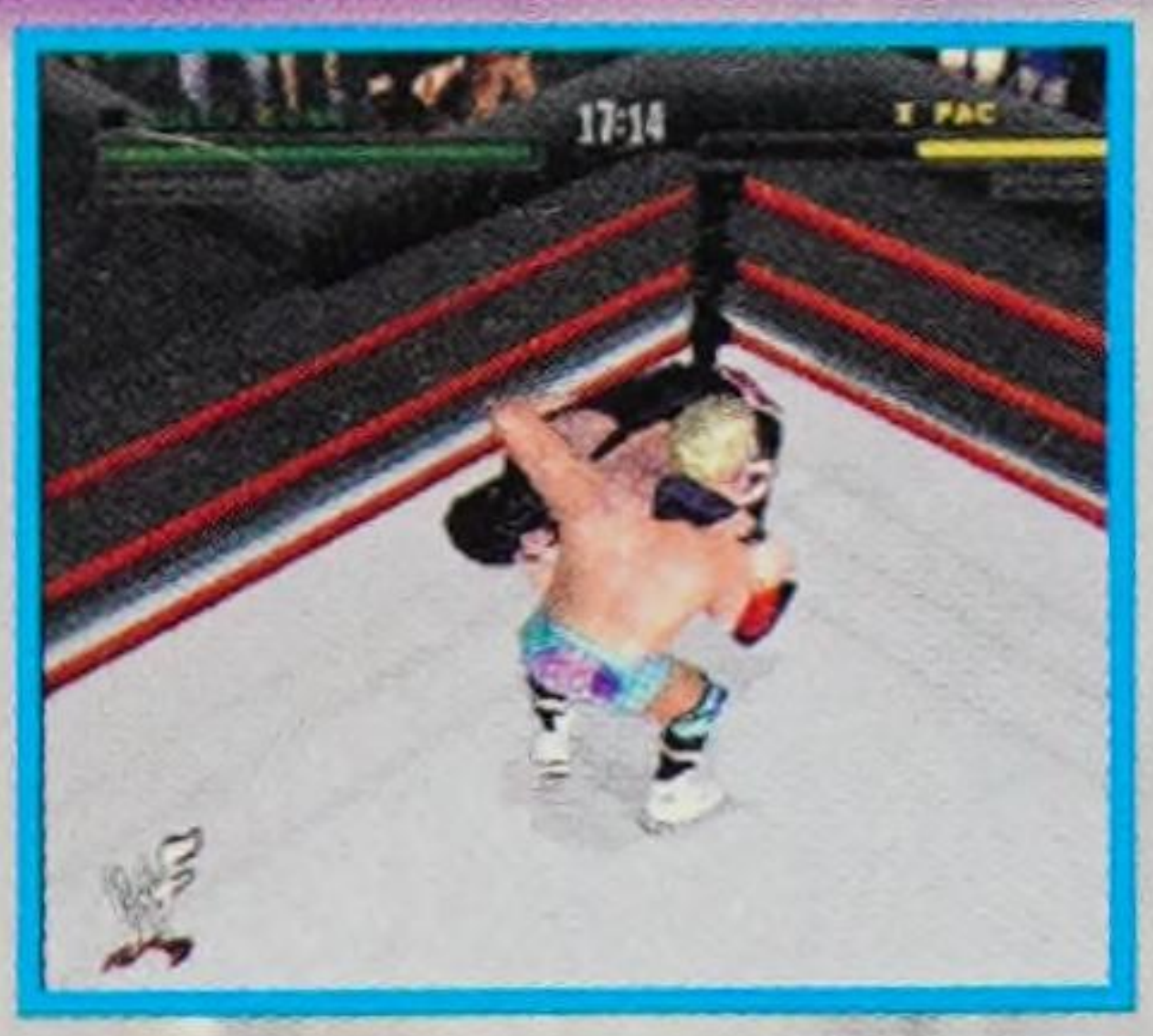
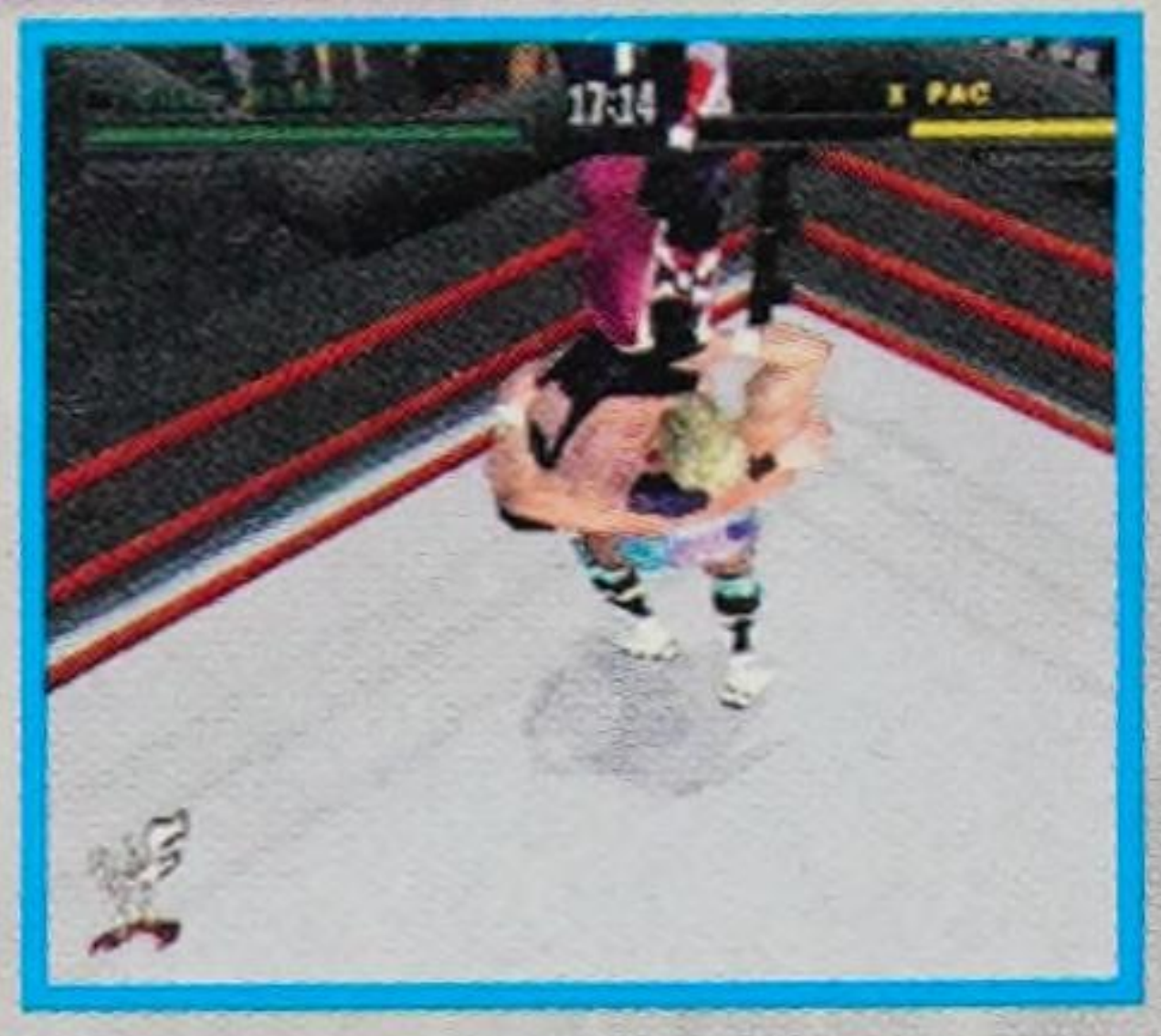
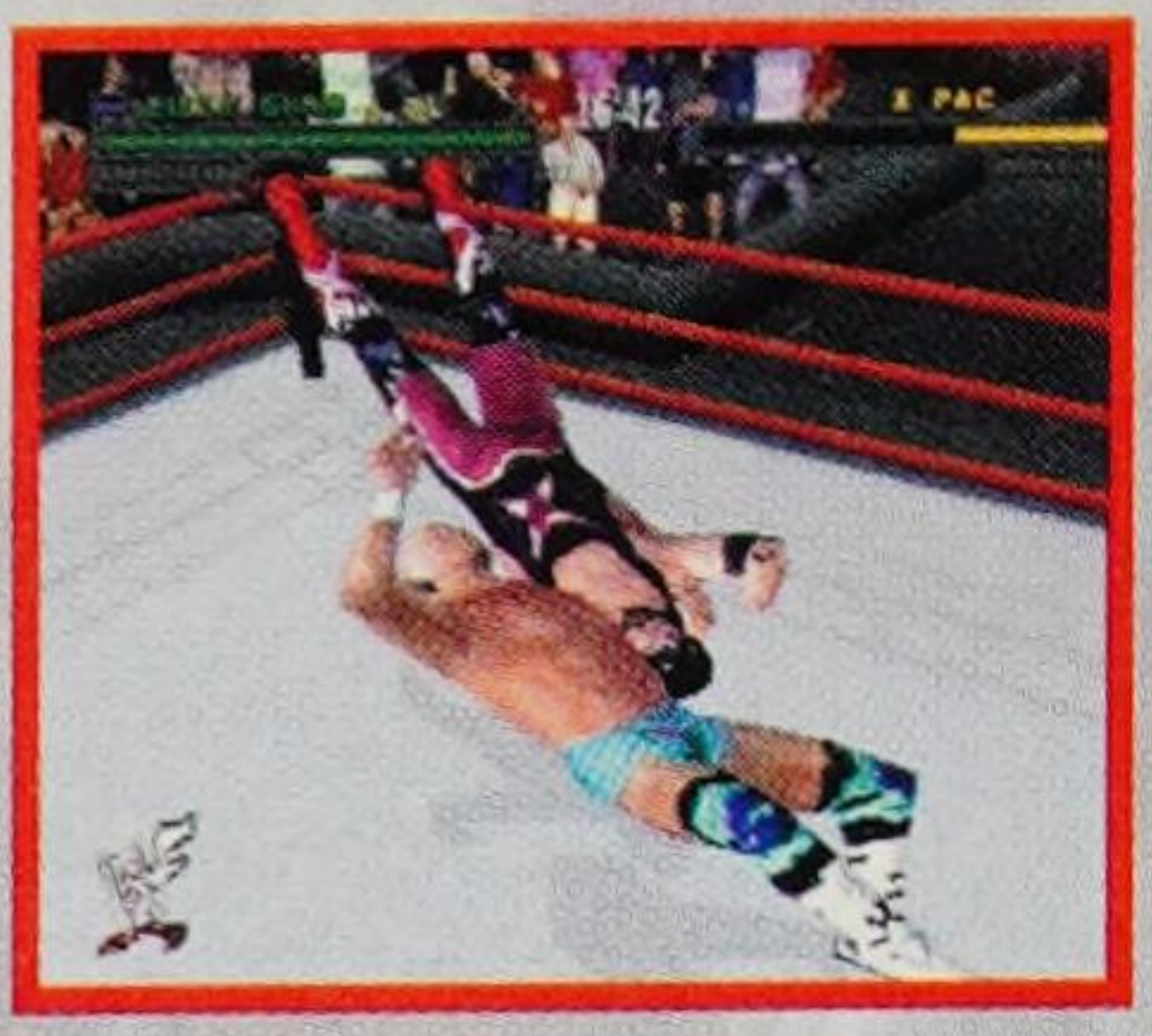
In a standing position, the attacking superstar hoists the opponent high over his head in a press-slam position. Instead of tossing them over, the superstar simply drops them straight down face-first to the canvas.

HALF CRAB



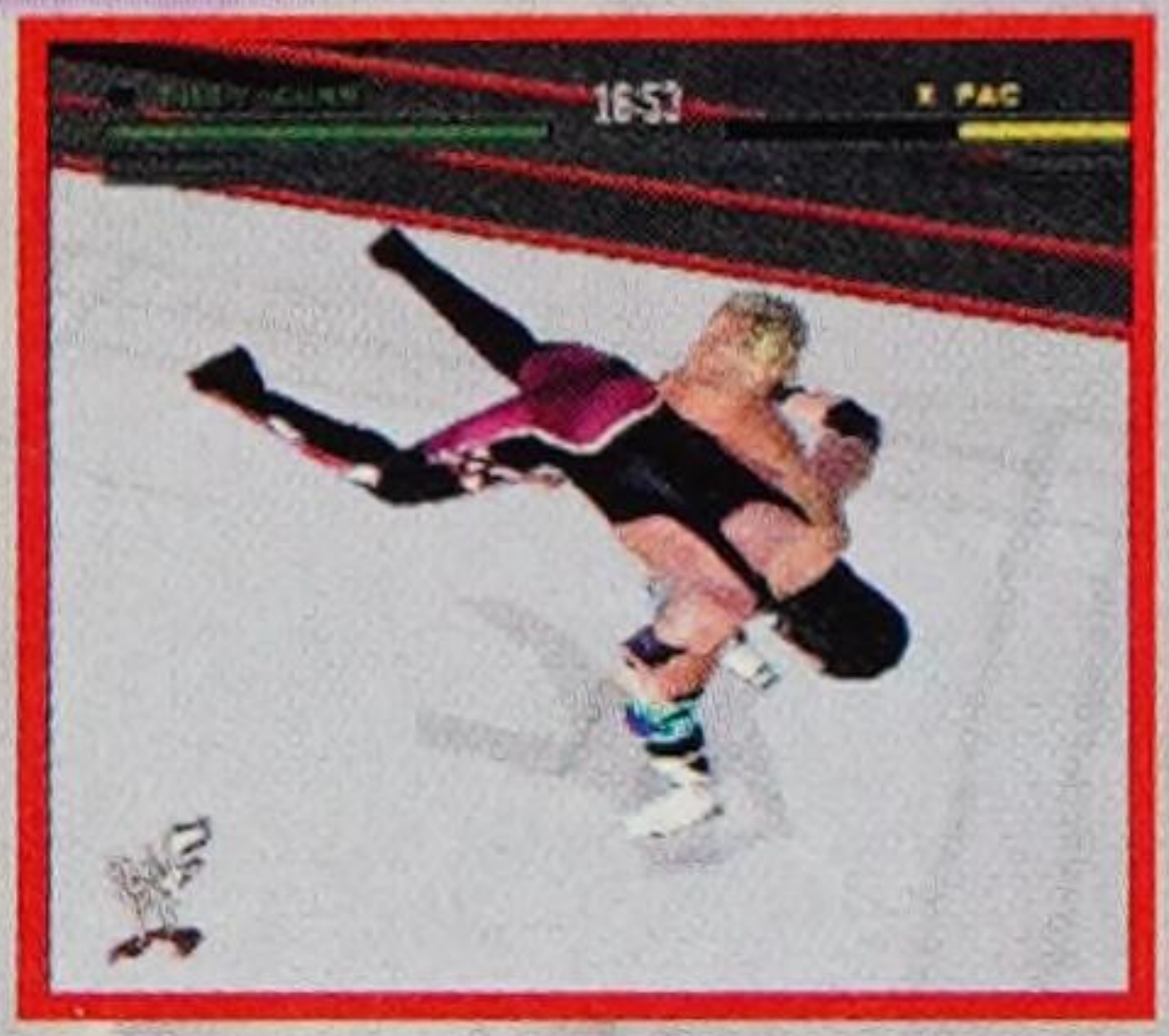
A Boston Crab where the attacking superstar grabs one leg.

HANGING POWERSLAM

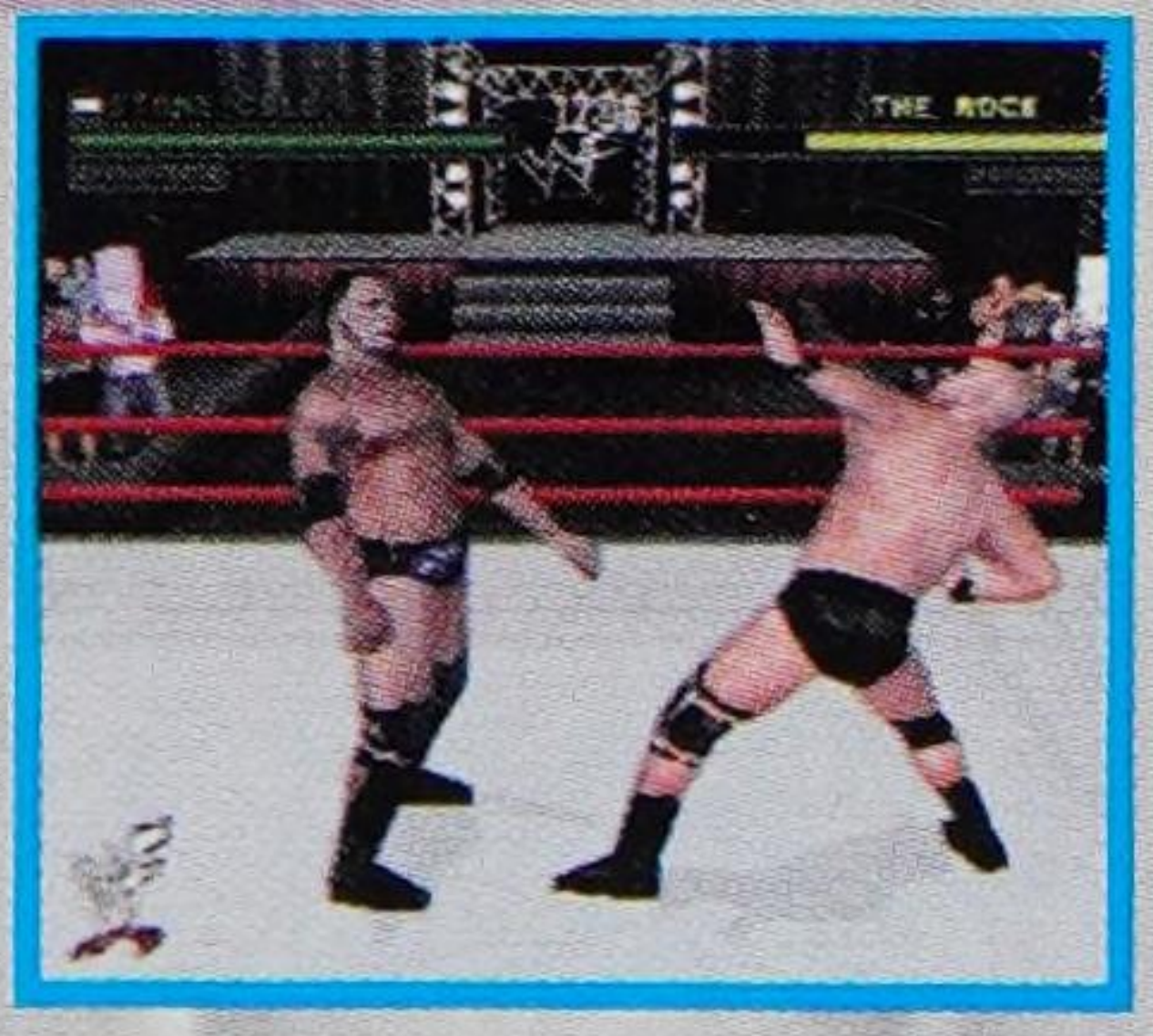
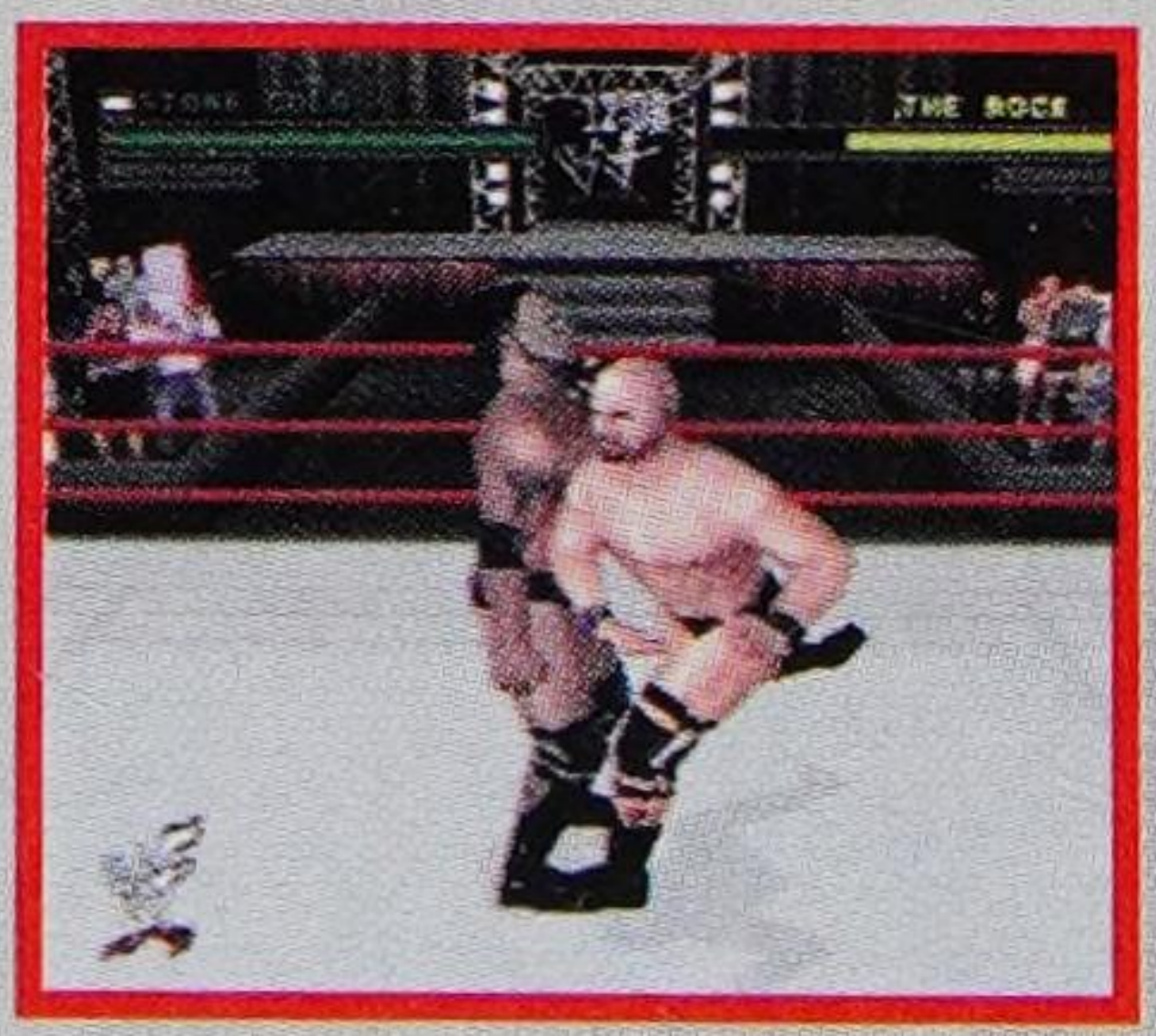
A variation of a regular Power Slam, except the victim is held vertically in the air, allowing all their blood to rush to their head, before they are driven to the mat.

HANGING VERTICAL SUPLEX



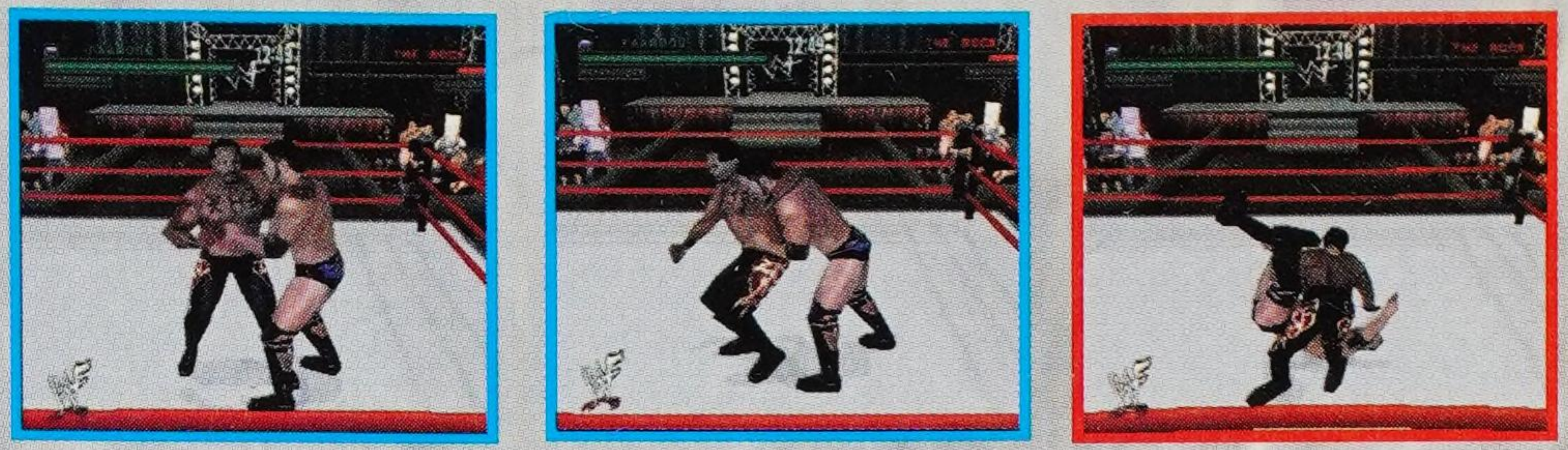
Nearly identical to a regular Vertical Suplex, only this time the offensive superstar holds the opponent in the air for several seconds allowing all their blood to rush to their head. Again, the victim is completely prone and unable to escape the hold.

HAYMAKER

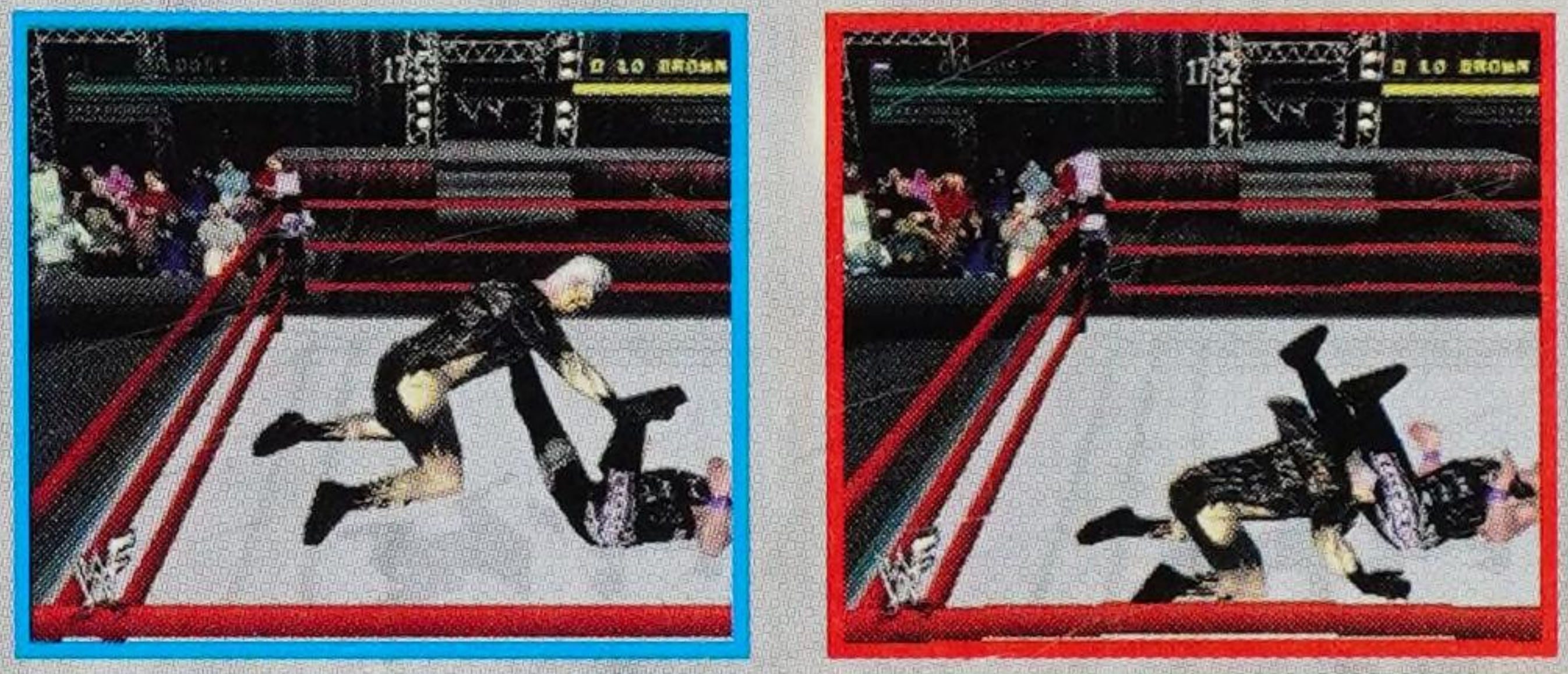
A big punch!

HEADLOCK TAKEDOWN



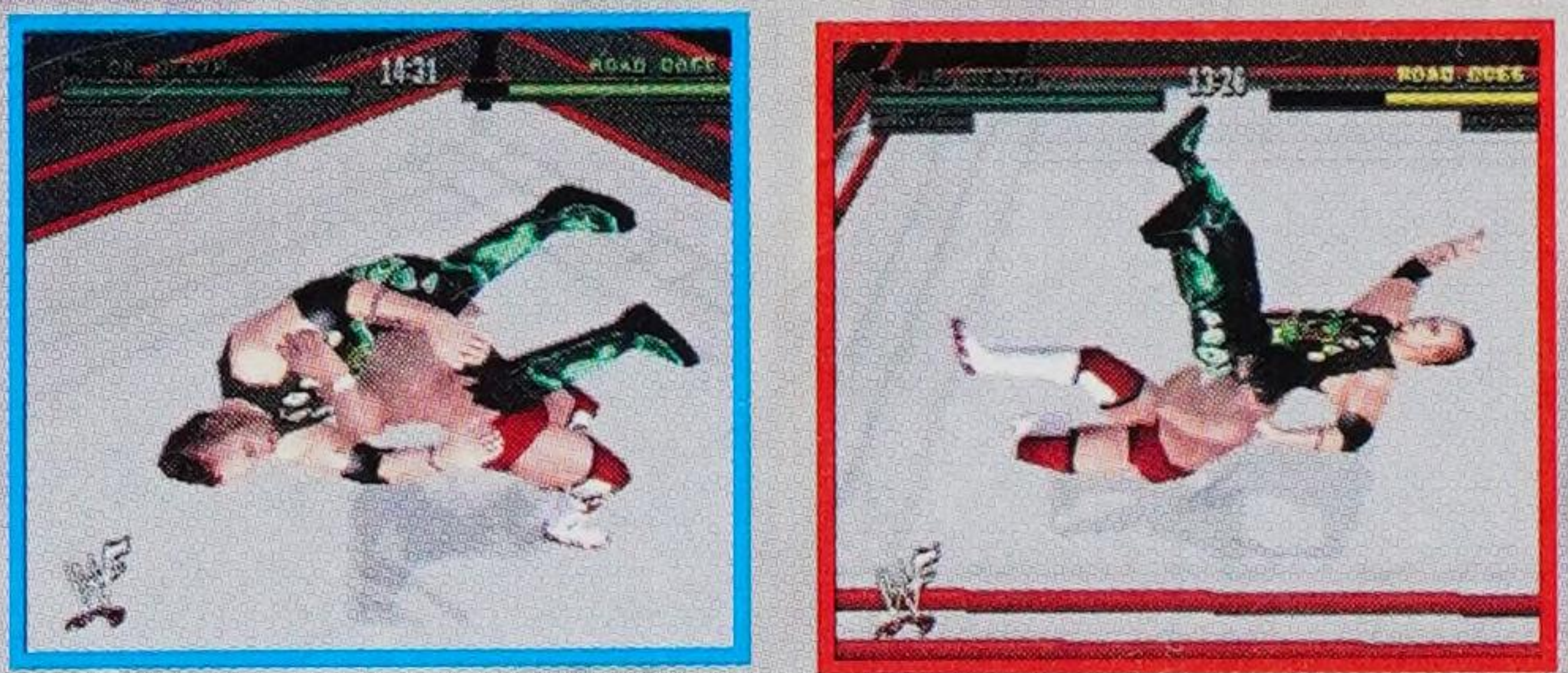
A takedown to the mat from a standing headlock.

HEAD TO GROIN



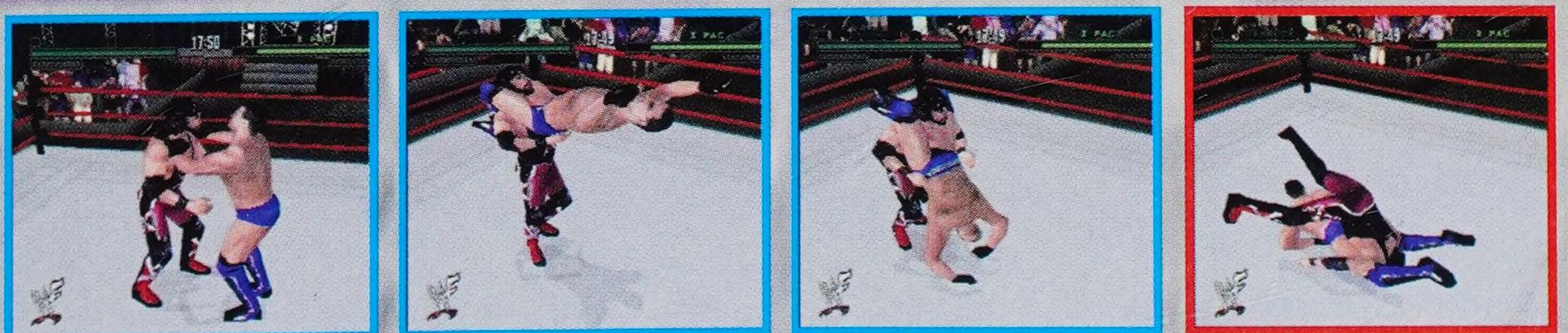
This move is self-explanatory.

HIGH ANGLE BACKDROP



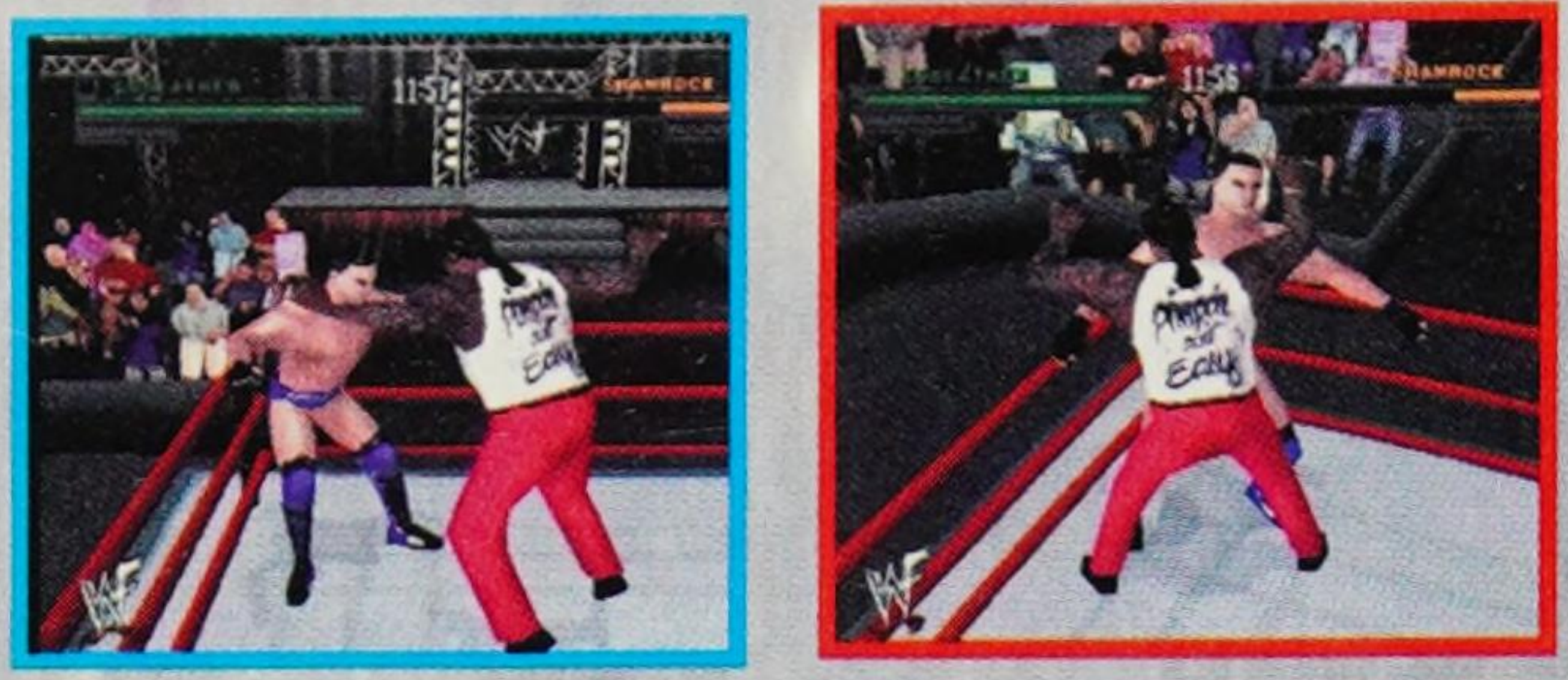
This effective takedown has its roots in the world of amateur wrestling. Facing the opponent's back, the offensive superstar wraps their arms around the victim's waist and lifts them into the air—twisting their body overhead and planting them down on the canvas back-first.

HURRICANRANNA



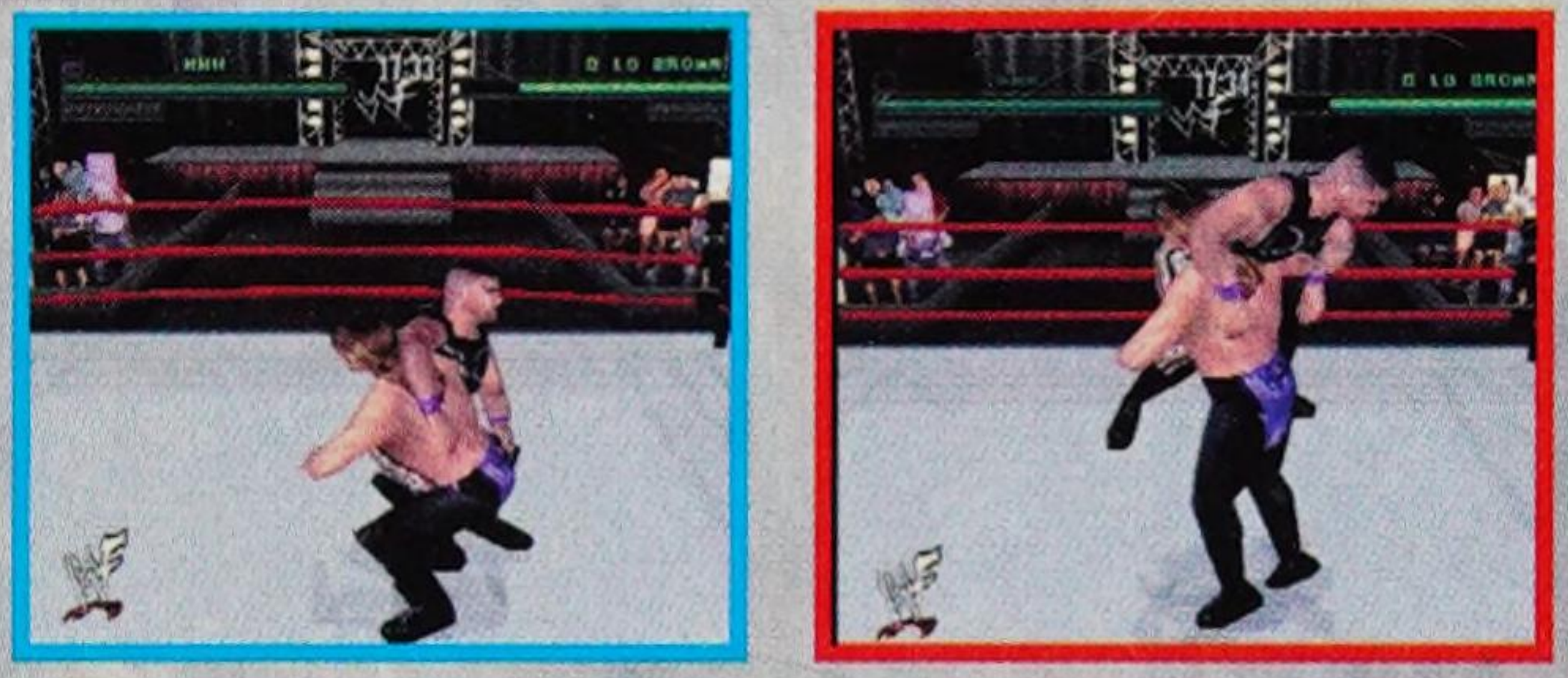
The attacker charges the enemy, jumps up on the foe's shoulders and wraps both of their legs around his neck. Maintaining the leglock, the attacker then flips backward and brings the enemy down headfirst into a DDT type maneuver.

HO TRAIN



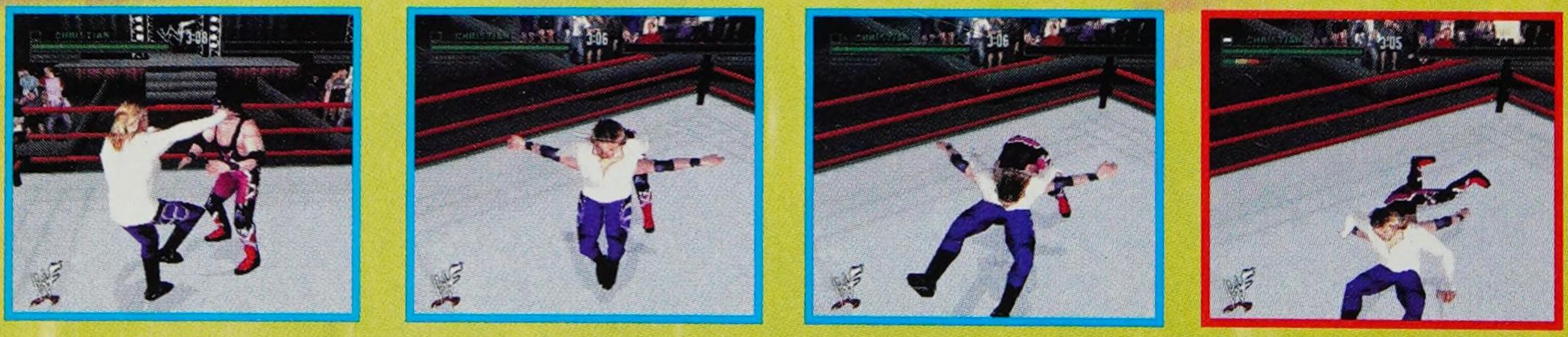
The trademark of the Godfather! The attacking superstar gathers a head of steam and performs a high-speed Splash on his stunned opponent!

INVERTED ATOMIC DROP



Facing the opponent, the attacking superstar grabs the midsection of the victim and lifts them into the air briefly in a Bear Hug maneuver. Then, the foe's crotch area is brought crashing down on the superstar's braced knee.

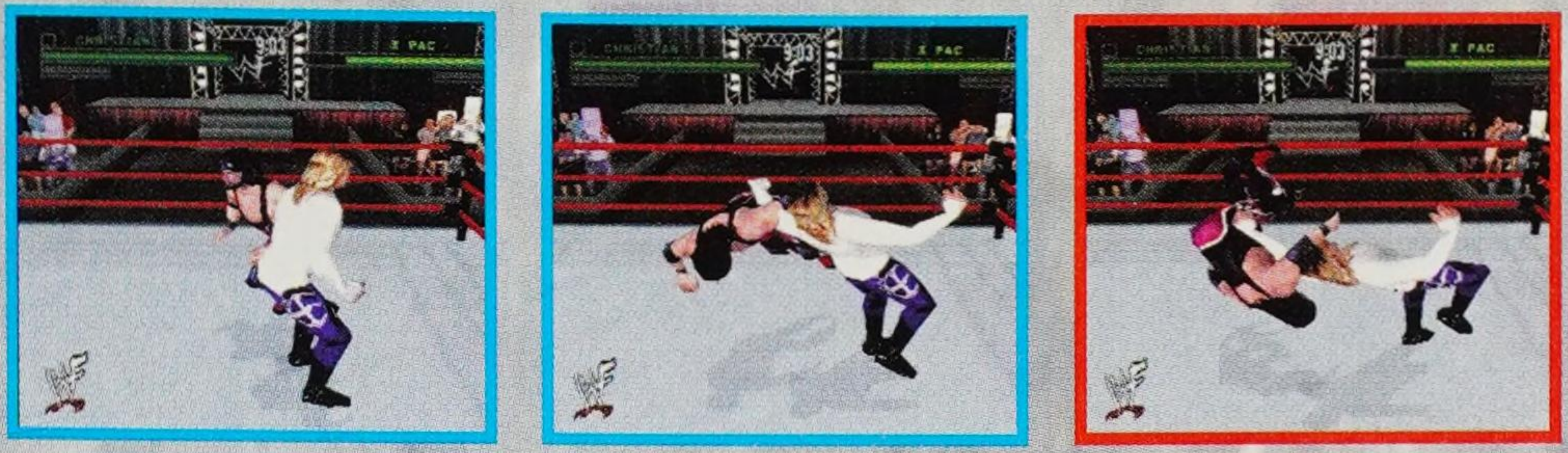
THE IMPALER



This incredible finisher can nearly snap an opponent's neck! Locking his opponent in a front facelock, Christian—in one quick motion—falls forward and jars his foe's neck backwards. In other words, the superstar goes one way and his opponent's head goes the other!

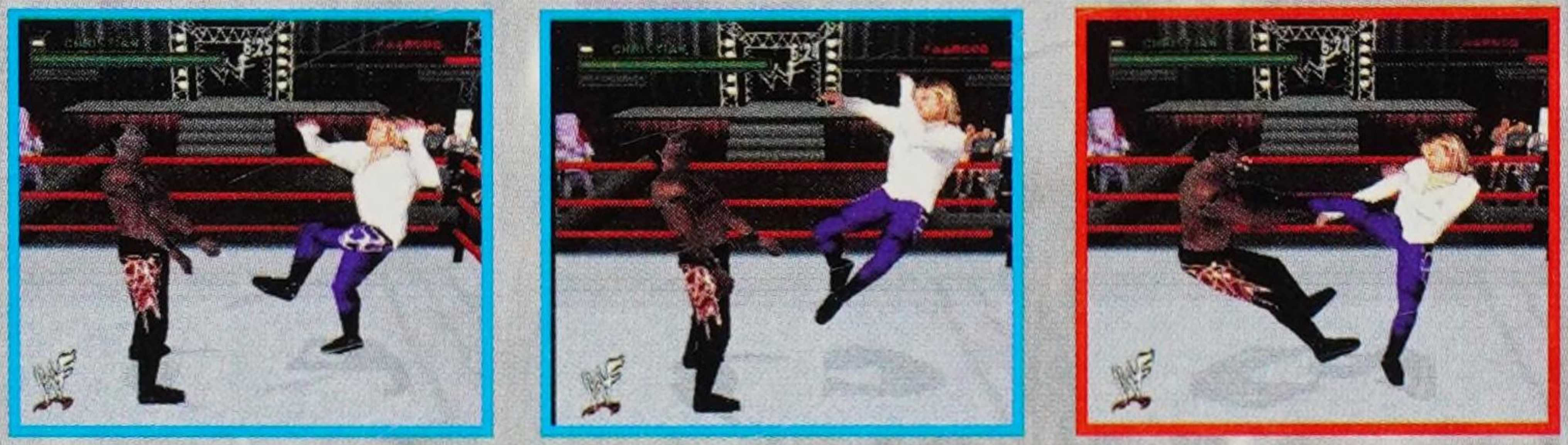
FINISHER

JAPANESE ARM DRAG



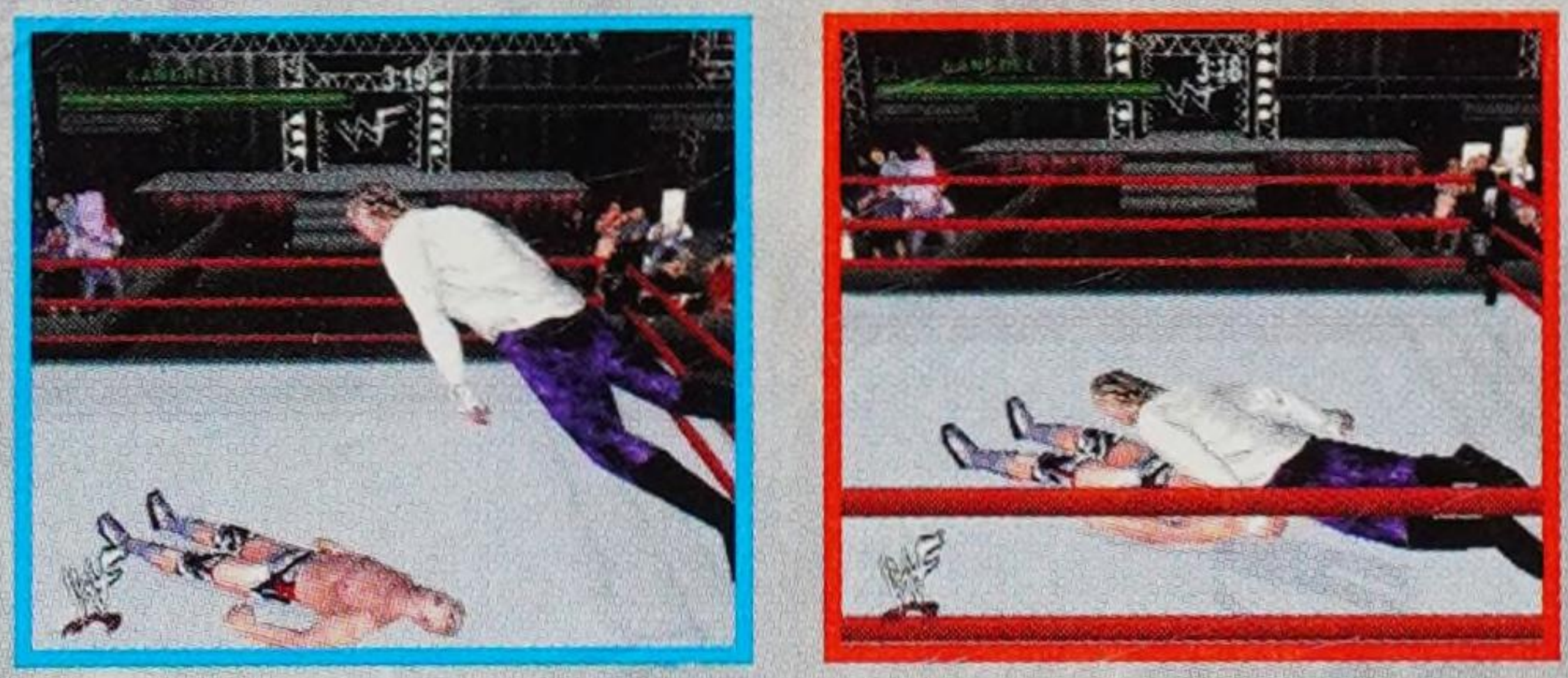
If the opponent's are charging each other, an attacker can use this move to grab the opponent's arm and flip him over and back first onto the squared circle!

JUMP KICK



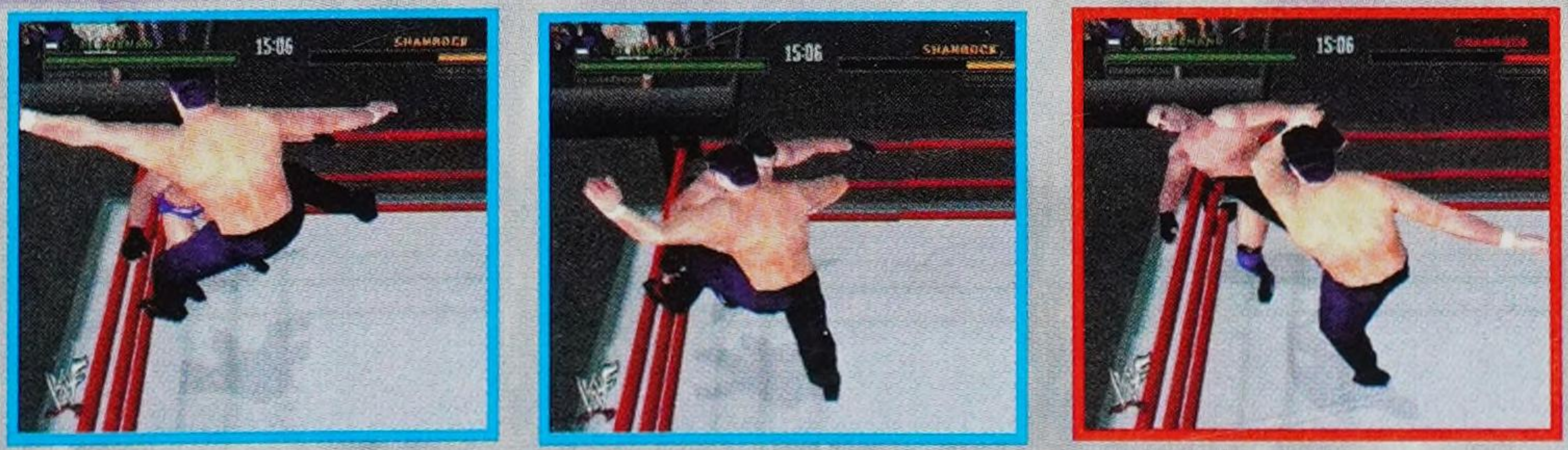
A karate style jump kick!

KAMIKAZI HEADBUTT



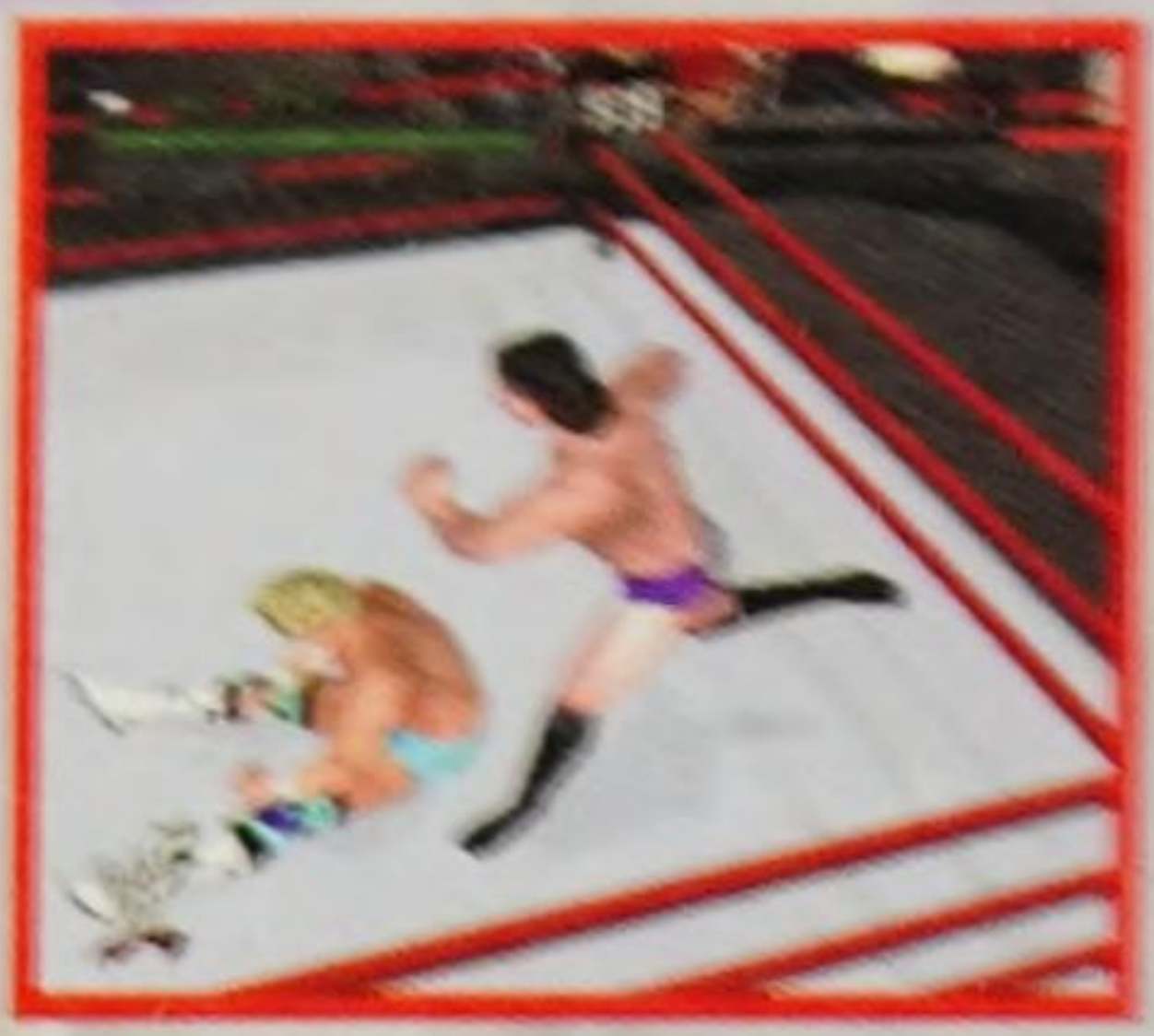
With the offensive superstar on the top turnbuckle, he leaps off and delivers a punishing headbutt to the victim. This differs from a regular headbutt in that it has much more momentum.

KICK COMBO



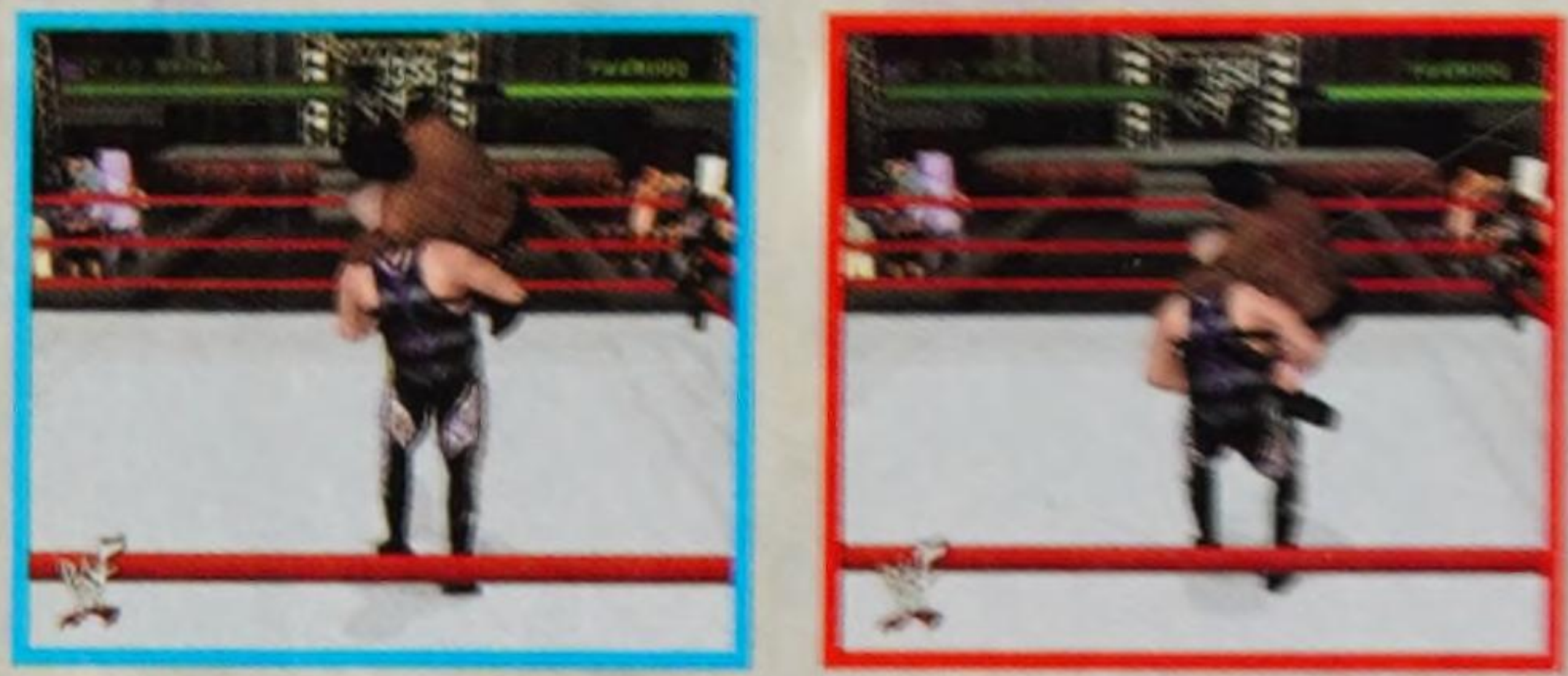
"Lethal Weapon" Steve Blackman's trademark! Facing an opponent on the turnbuckle, the attacking superstar grabs his arm for balance and delivers three swift kicks to the foe's chest of head.

KICK TO SPINE



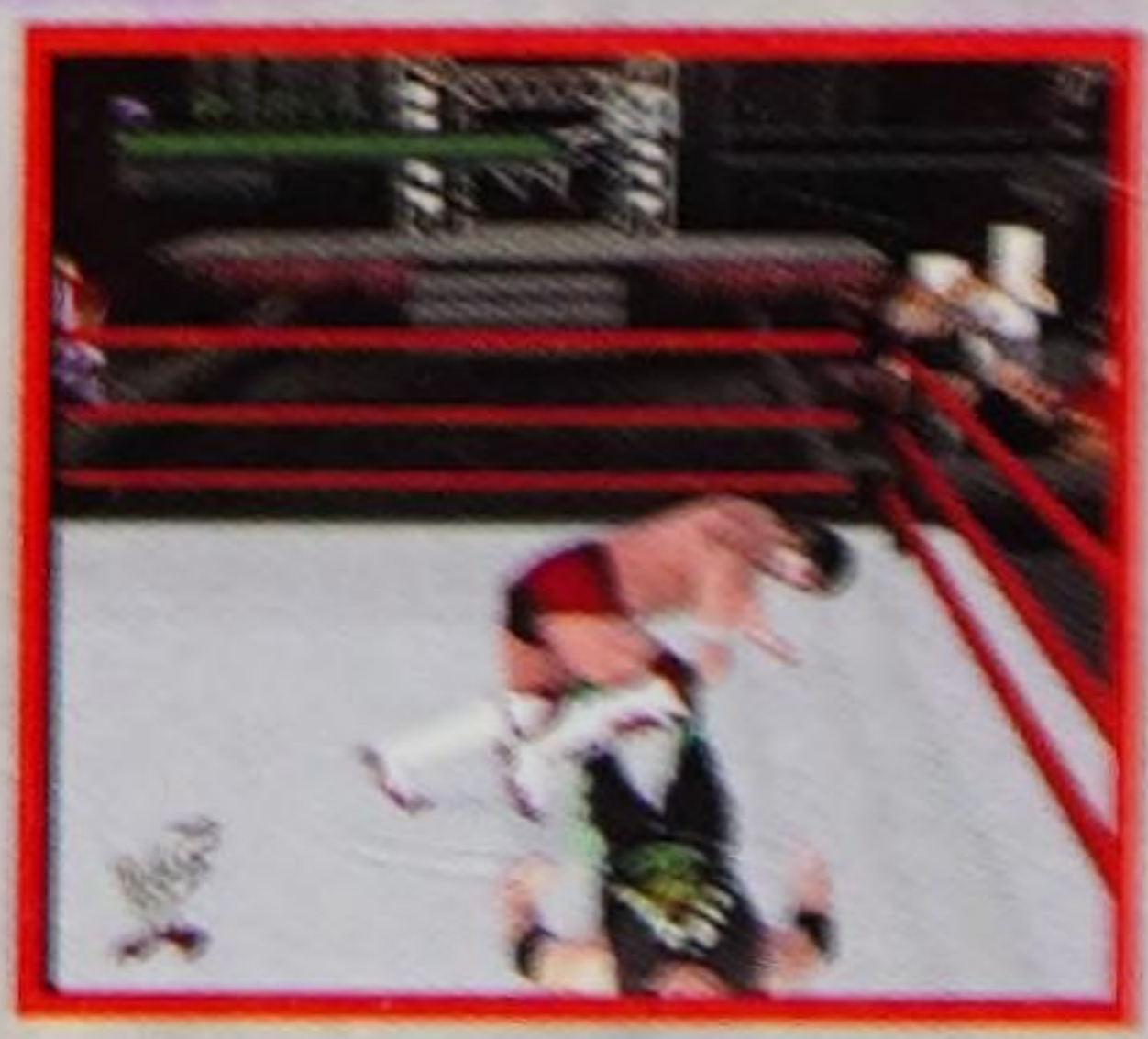
Spine meet boot.

KNEE BREAKER



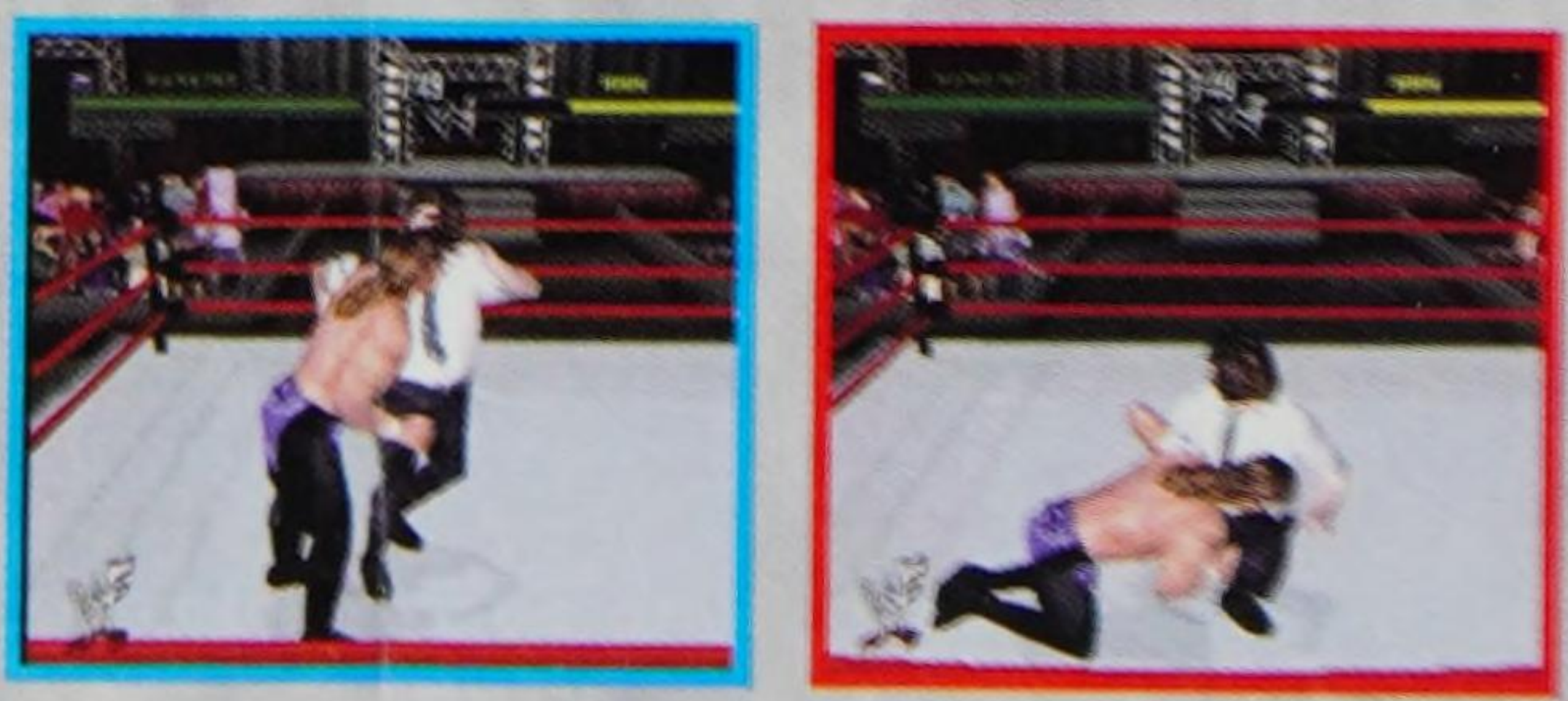
Facing an opponent, the attacker can lock up his opponent, folding their legs behind him, and slamming them down to the mat, damaging the knee.

KNEE DROP



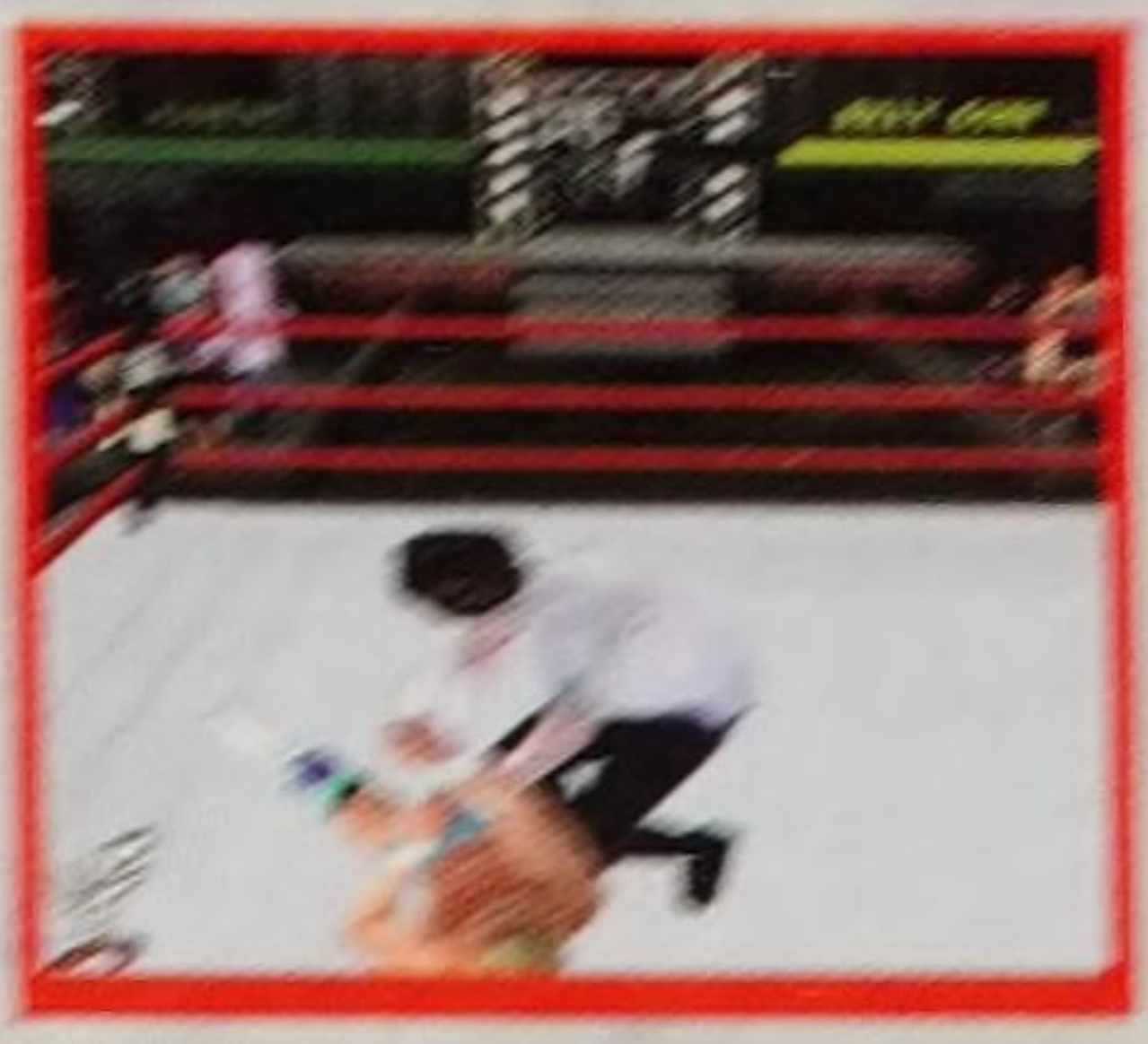
With the opponent on the canvas, the attacking superstar delivers a knee to the face, neck or chest of the opponent.

KNEE TO FACE



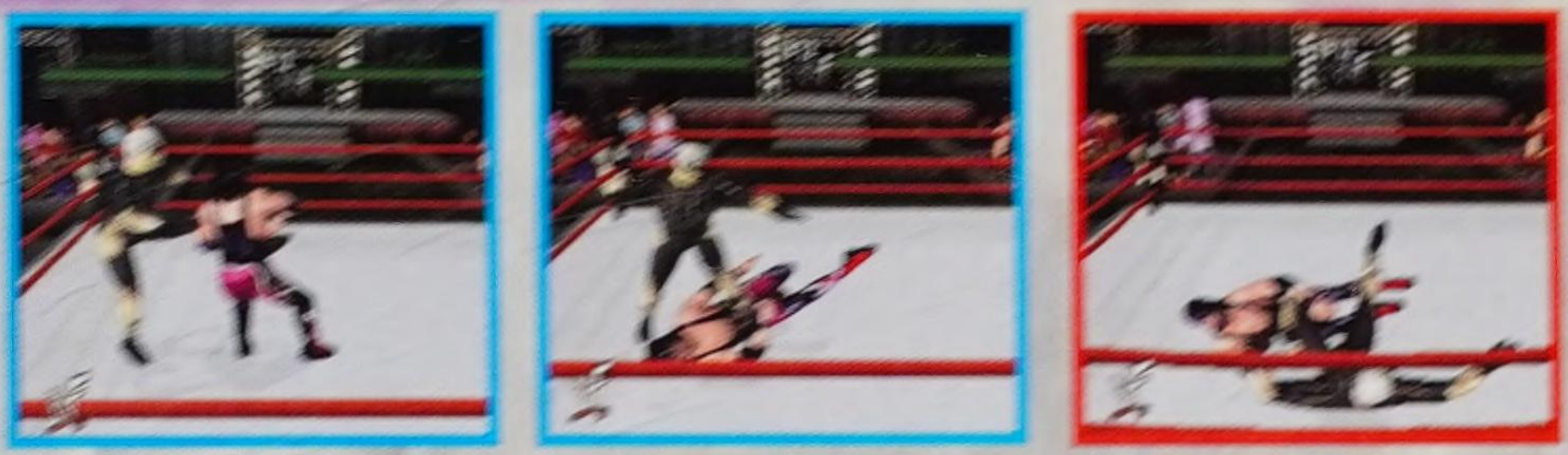
Facing the opponent, the attacking superstar grabs a handful of their hair, bends the victim forward and delivers a knee to their face! OUCH!

KNEE TO SHOULDER



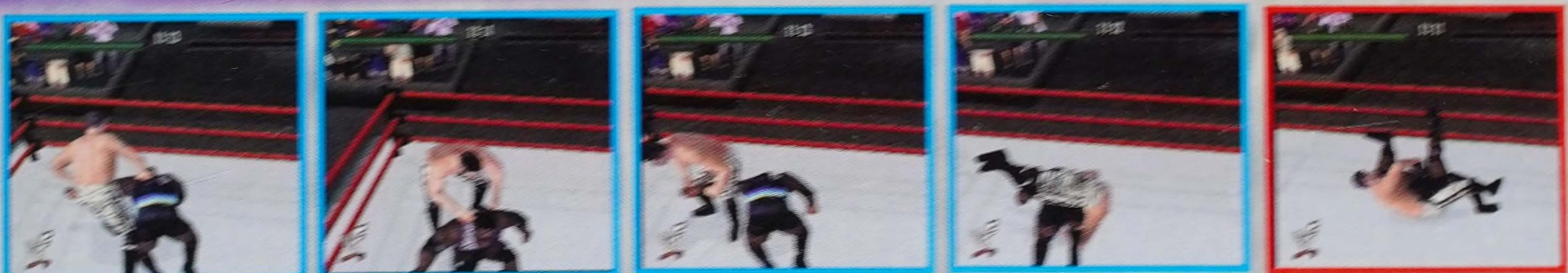
Standing over the fallen victim, the superstar bends down and drives his knee into the shoulder of the opponent.

LEG DRAG



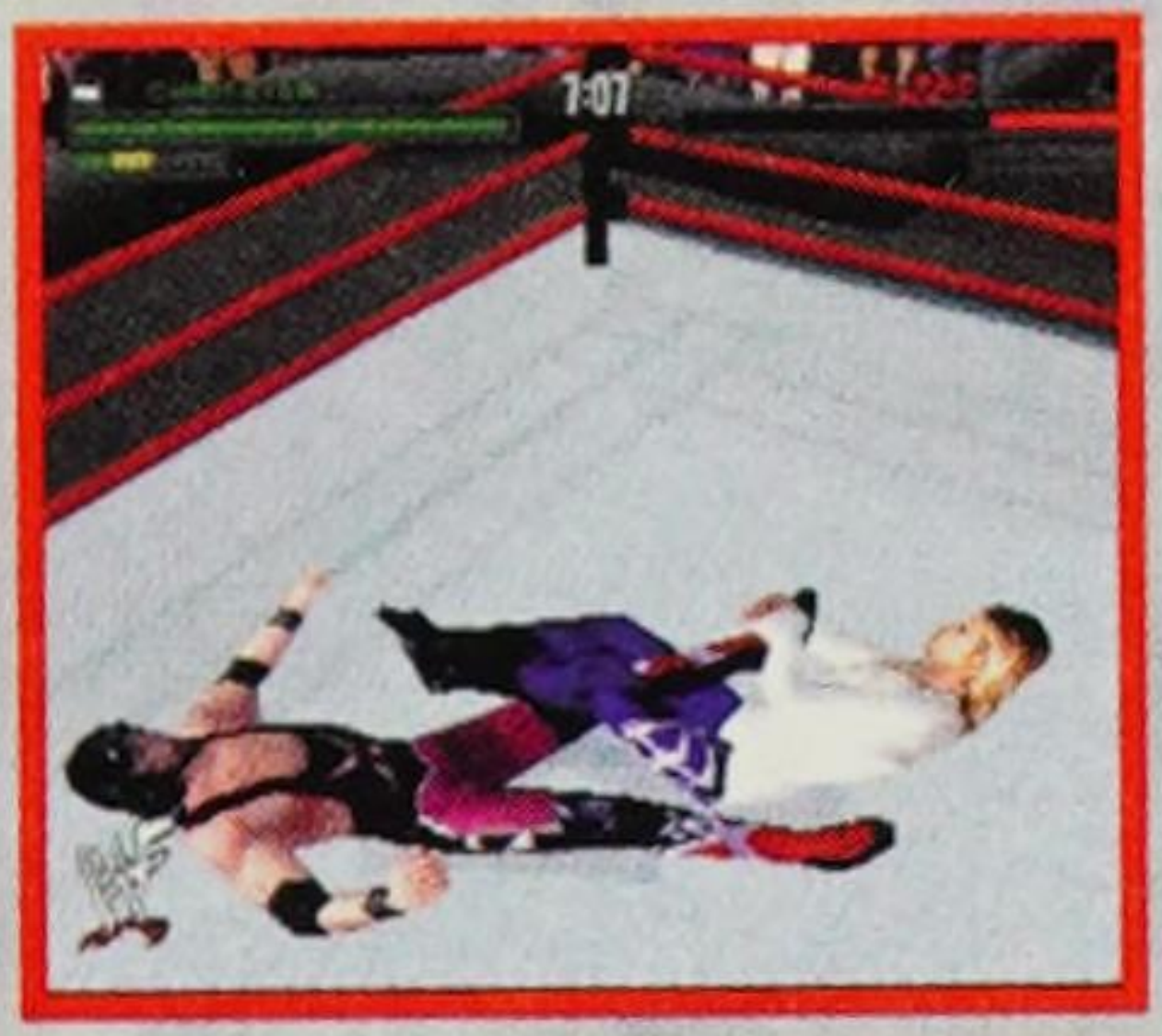
Similar to an Arm Drag, but this time the attacker grabs his opponent's leg and rolls to the mat, knocking the victim off his feet.

LA MAGISTRAL



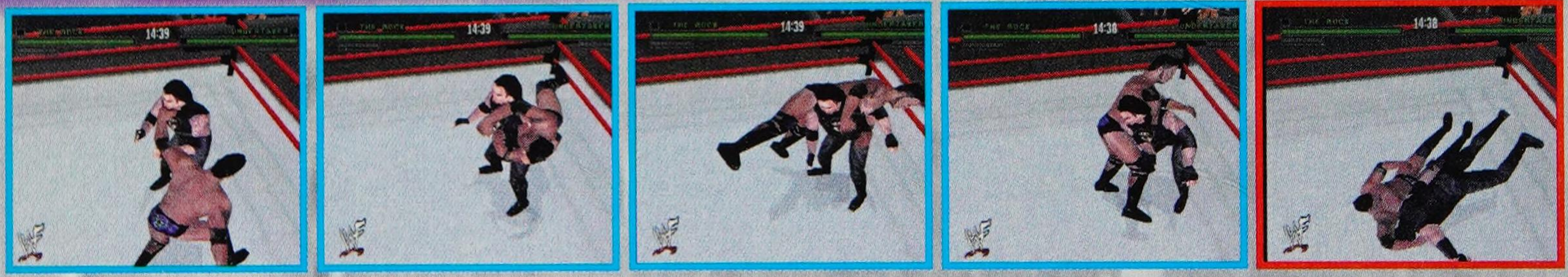
Using one of his arms to lock the opponent down, the offensive superstar then toe holds one of his victim's arms to roll them into a cradle pinning position.

LEG GRAPEVINE



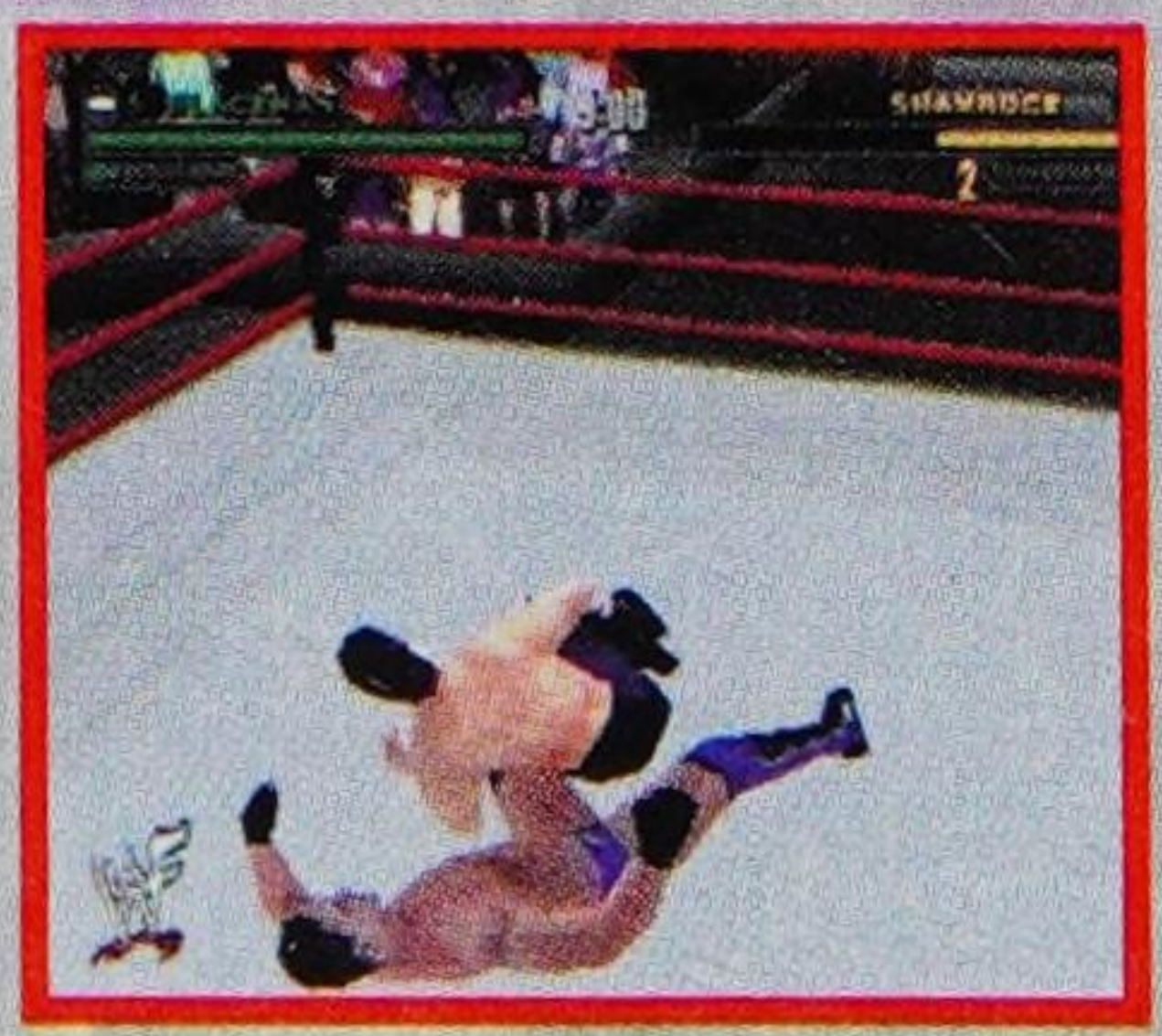
Similar to a figure four, only this time the attacking superstar maintains his standing as he wrenches the opponent's knees.

LAYING THE SMACK DOWN



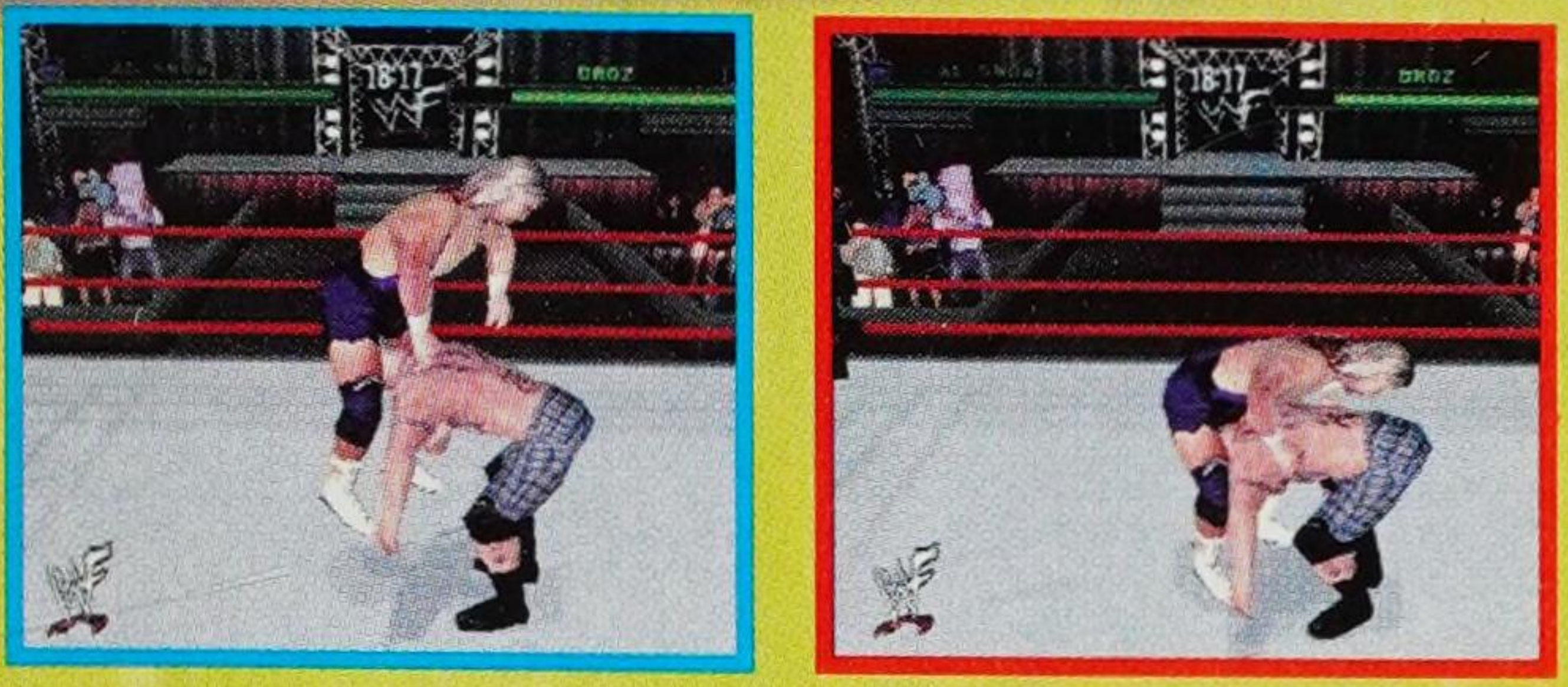
Similar to a DDT, with much more power behind it. The attacker starts off by climbing over the enemies' back in a spinning motion—then grabbing the opponent's neck and bringing them down in the DDT position. As a result, the attacker has much more momentum to deliver the move.

LEG LOCK



With the opponent on his back, the attacking superstar grabs hold of one of the victim's legs, wraps his own leg around it and wrenches it by twisting it.

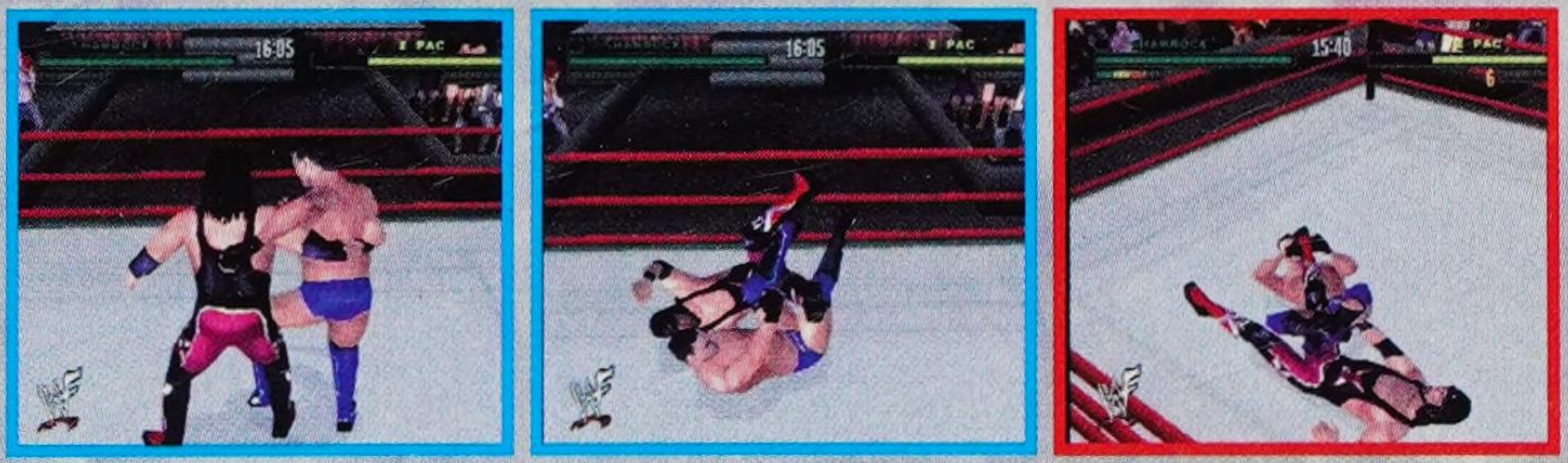
LEG SCISSOR STOMP



A favorite of Al Snow! The attacking superstar sticks the opponent's head between his legs, then jumps up and down, wrenching the opponents neck and spine.

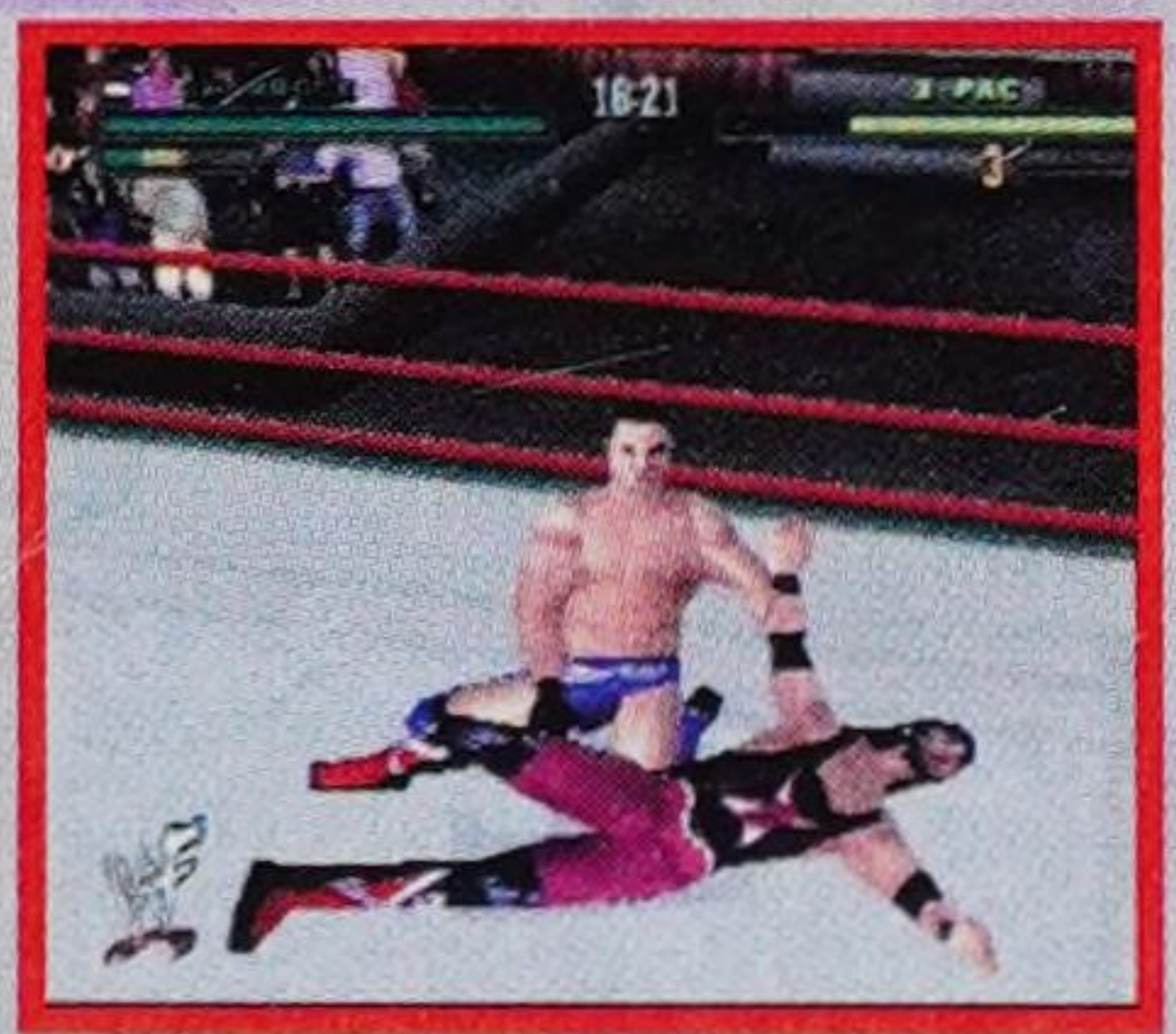
FINISHER

LEG STRETCH



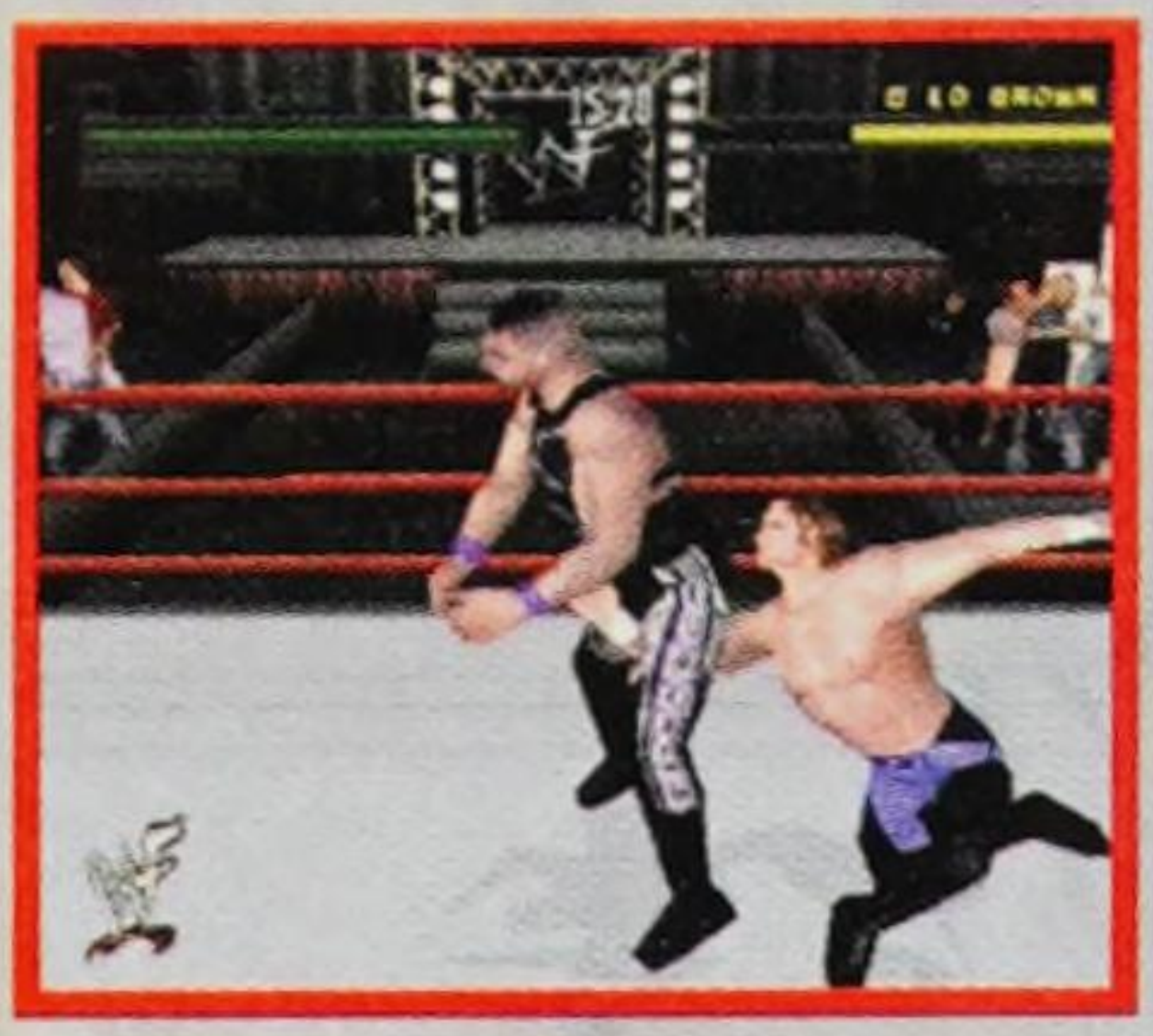
In this classic move, the attacking superstar will tie-up his opponent, reach down and hook their leg, then roll through it, coming up with a painful hyper-extension of the opponents leg.

LONGBOW BACKBREAKER



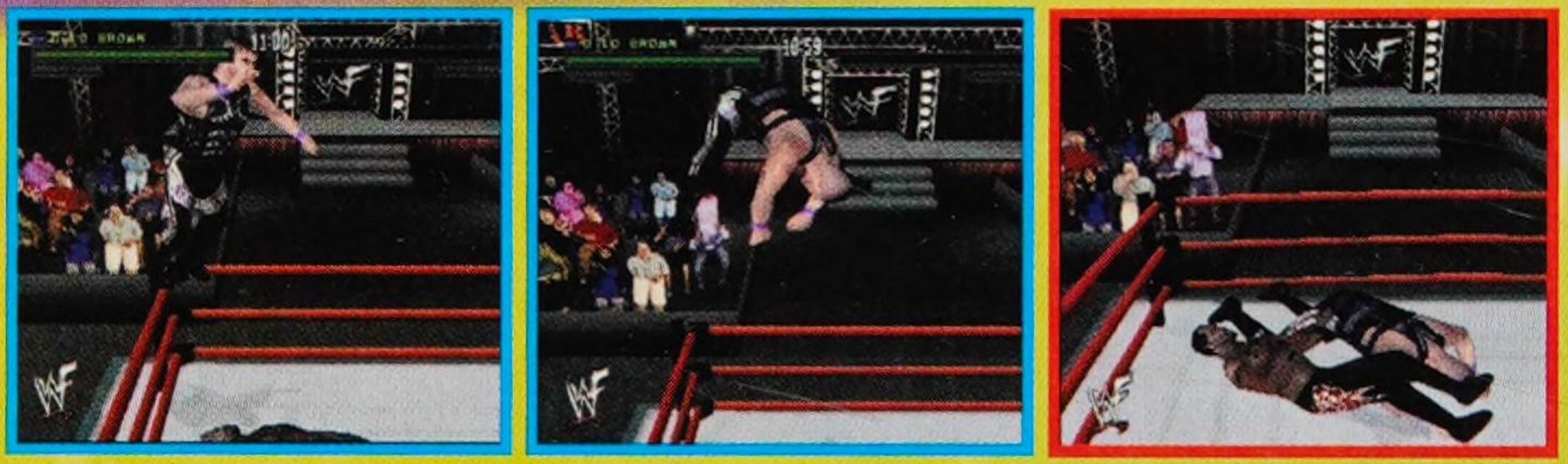
With the victim bent forward, the attacking superstar wraps both arms around the opponent's waist, lifts him and flips the victim onto his shoulder. Maintaining the position, the superstar then applies pressure on the victim's back.

LOW BLOW



Ouch!

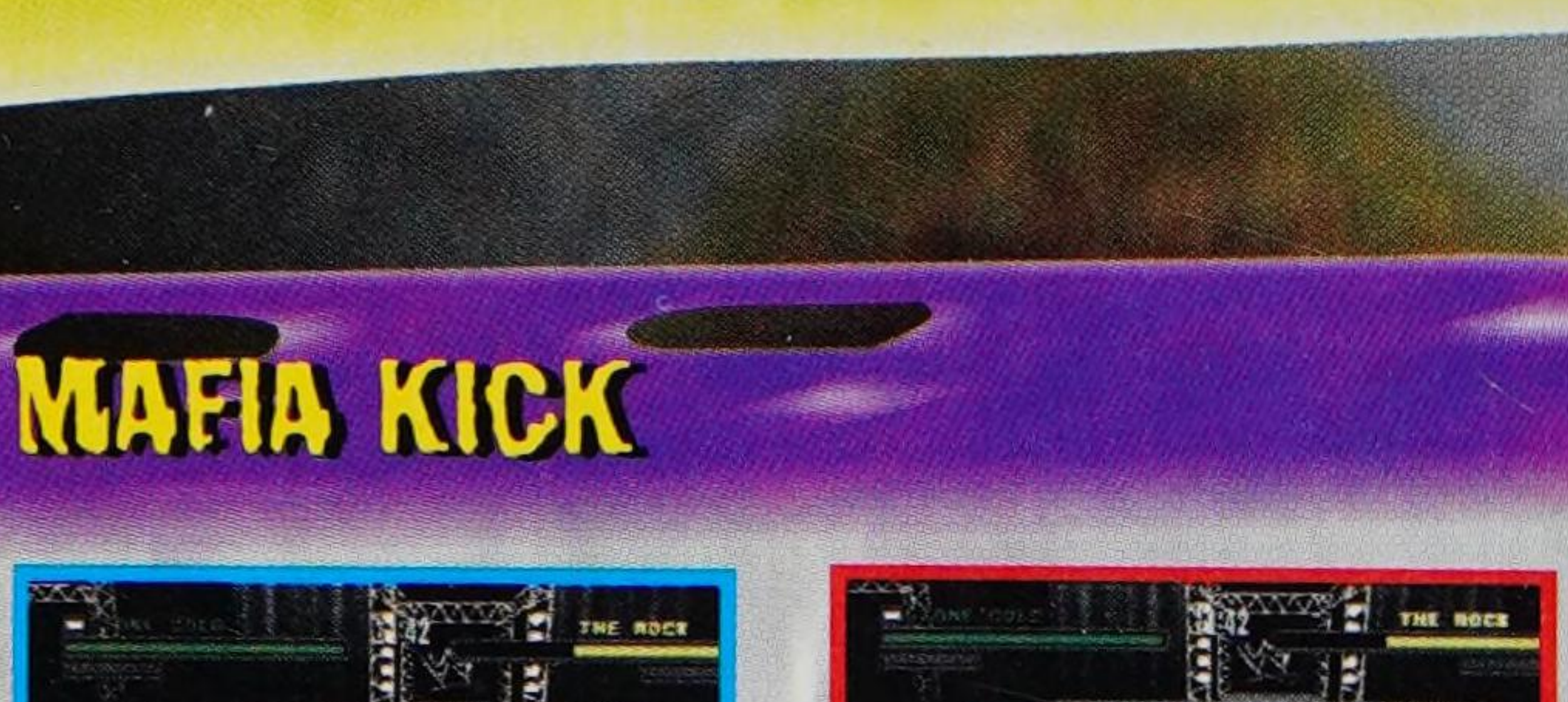
LO DOWN



D'Lo Brown's finisher is a variation of a Frog Splash. With the opponent on the canvas, D'Lo climbs to the top turnbuckle and leaps off—touching his elbows to knees before landing horizontally on the victim.

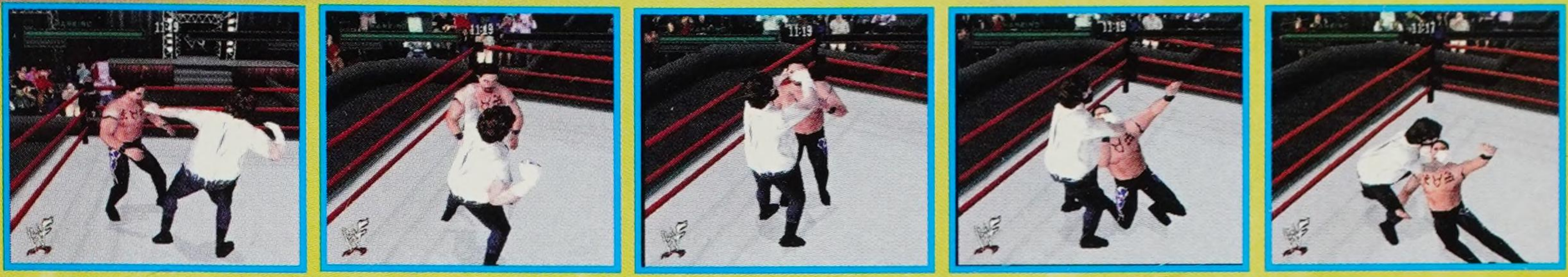
FINISHER

MAFIA KICK



The attacking superstar gives a strong kick to the midsection of their opponent.

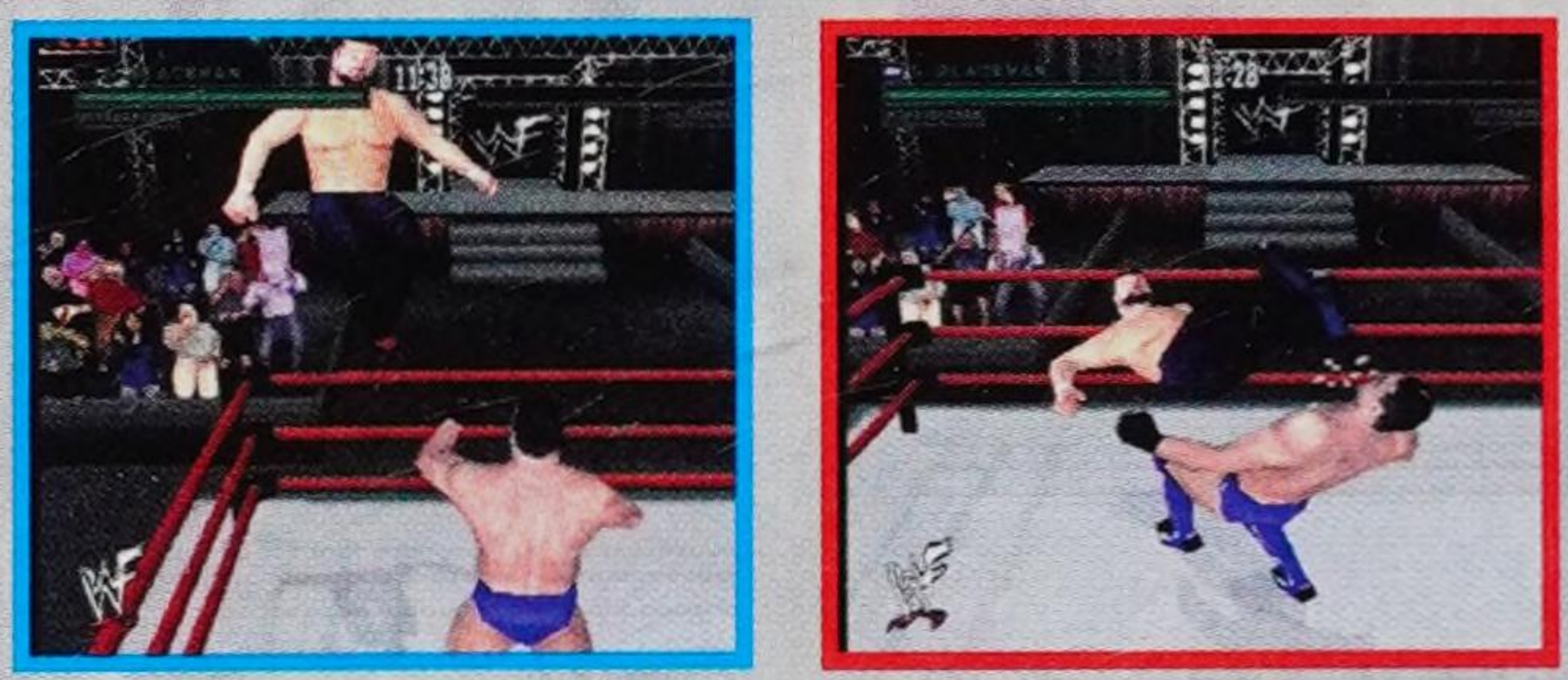
MANDIBLE CLAW



Mankind's finisher effectively paralyzes the opponent, as the superstar jams the index and middle fingers deep into soft tissue under the victim's tongue. Due to the pain effects, the enemy is prone to a pinning attempt.

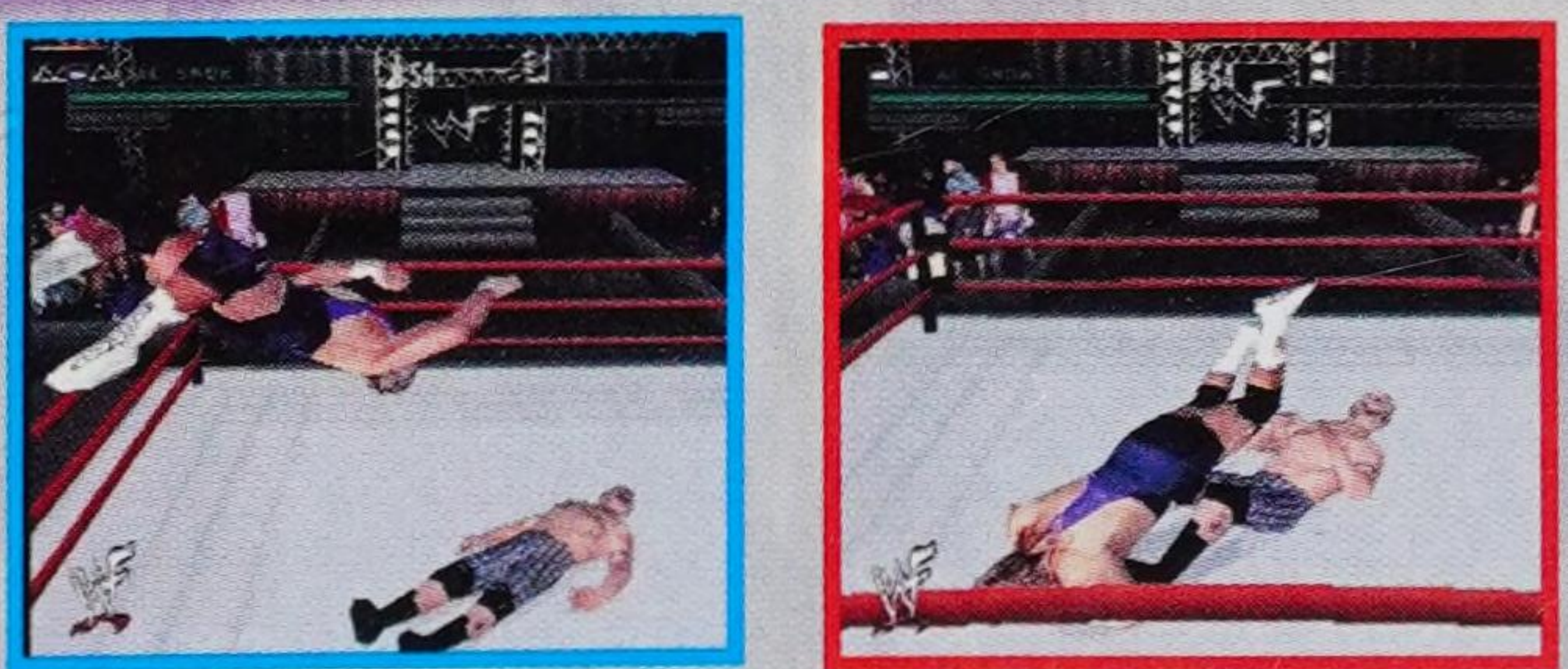
FINISHER

MISSLE DROPKICK



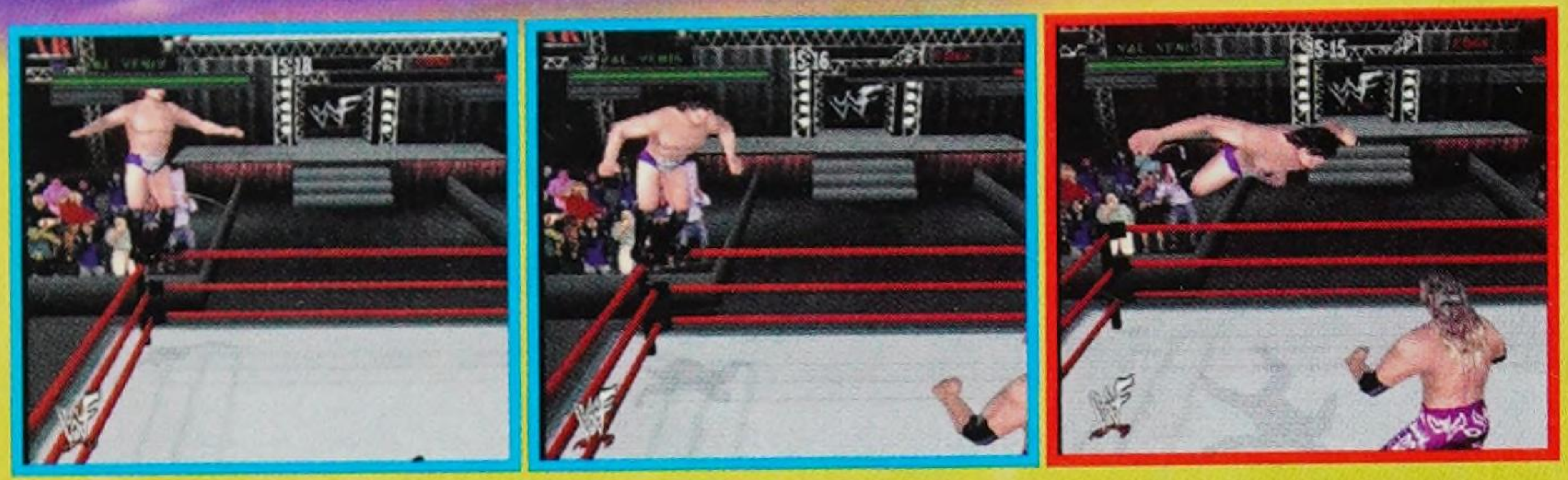
The attacking superstar leaps off the top rope and delivers a dropkick to the face or chest of his opponent.

MOONSAULT



With the victim on the canvas, the offensive superstar climbs to the top turnbuckle with his back to the opponent. Then with precise balance, the superstar leaps off and somersaults down across his opponent. Now only is the victim crushed under the force, but his wind is completely knocked out of him.

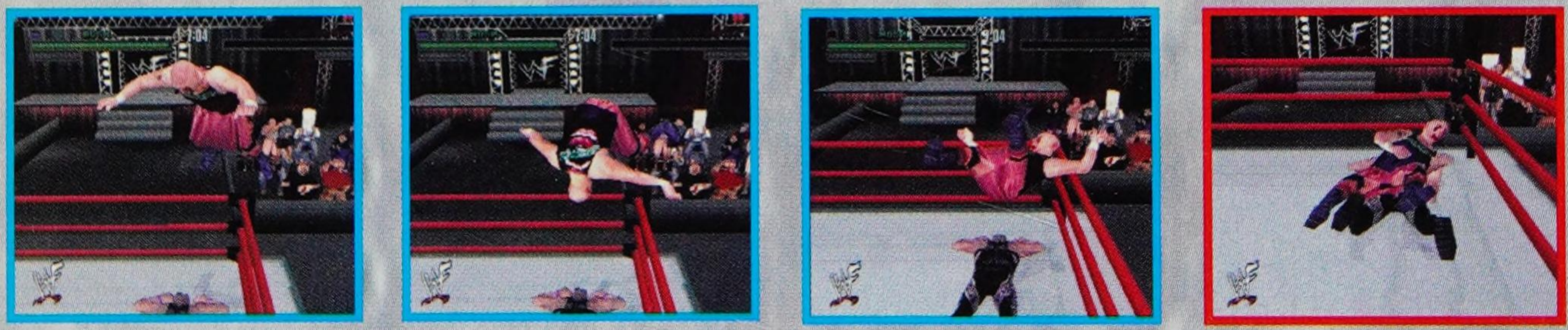
MONEY SHOT



Val Venis' finisher is a devastating splash from the top rope. Taken from a term in his adult entertainment industry, it is the ultimate end to any confrontation!

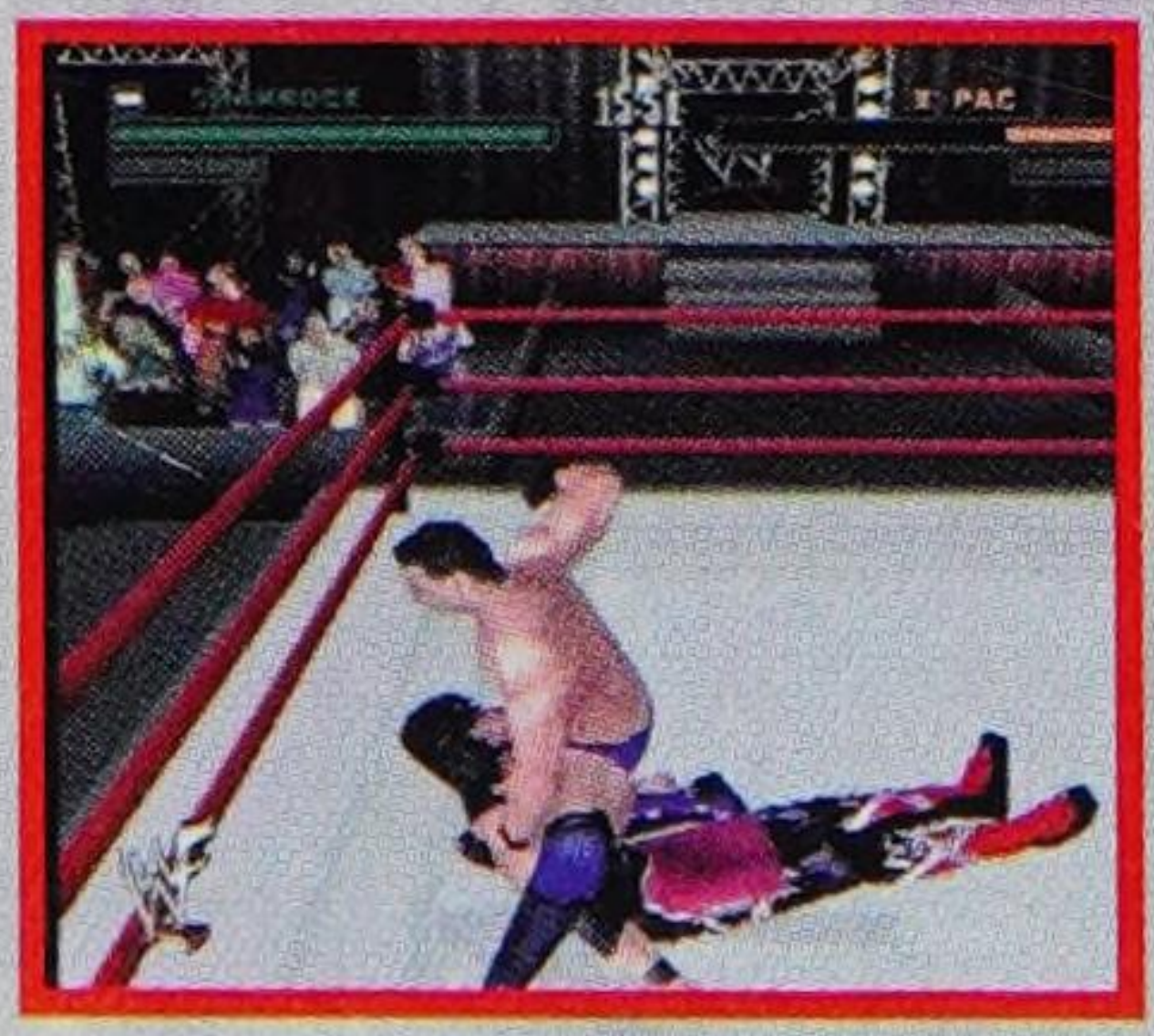
FINISHER

MOSH PIT



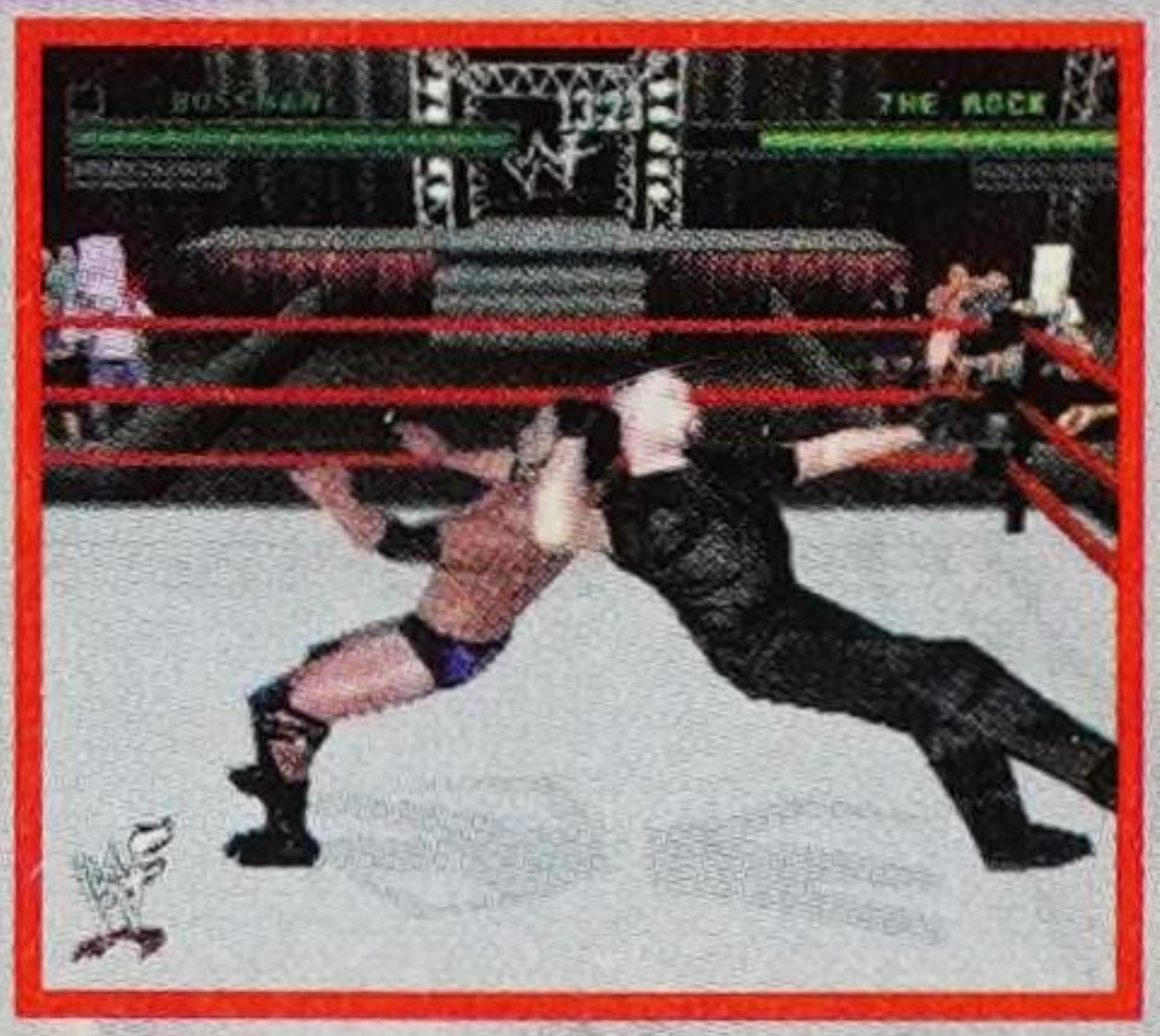
With the opponent facing him, Mosh leaps from the top turnbuckle and lands on the victim's shoulders—as if his was executing a Hurricanrana. However, the superstar rides his opponent down to the mat in a pinning position.

MOUNT WITH PUNCHES



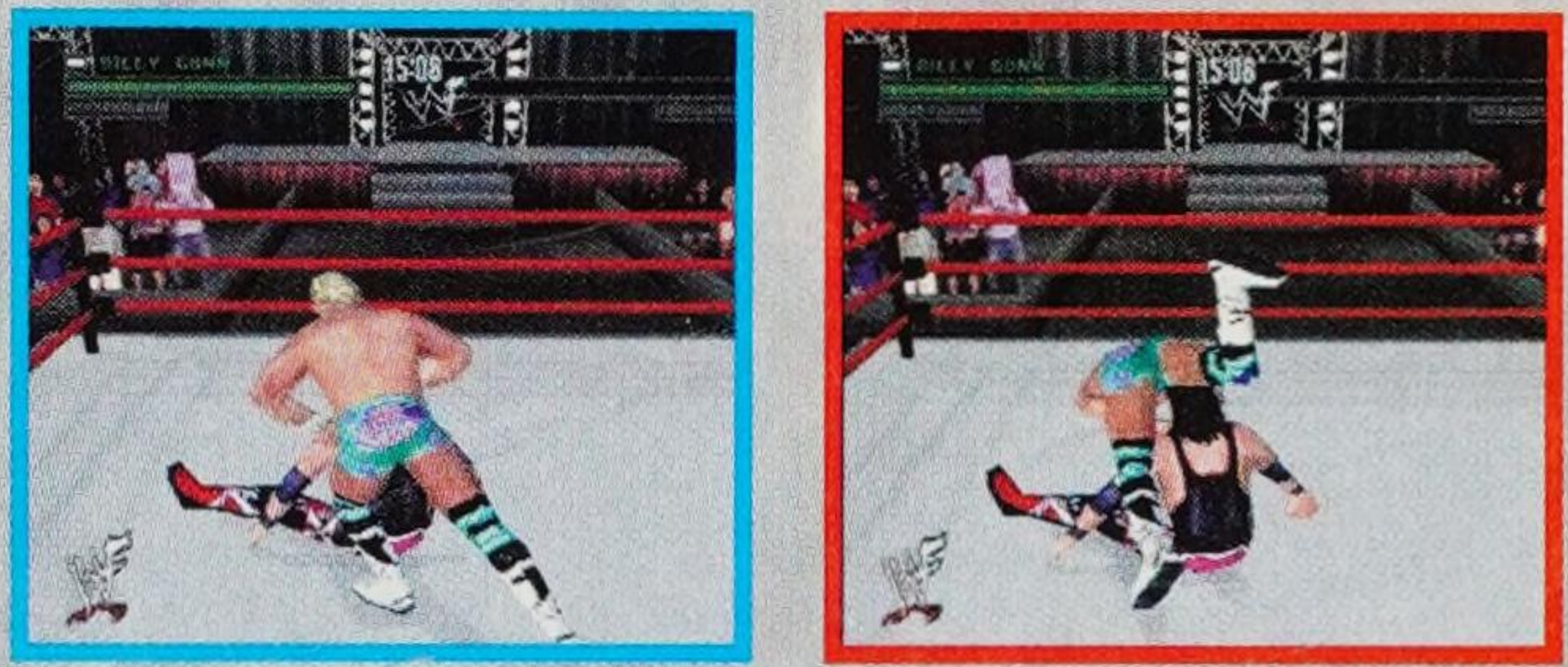
A favorite of Ken Shamrock! The attacking superstar gets on top of his prone victim and punches him silly!

NECK BREAKER



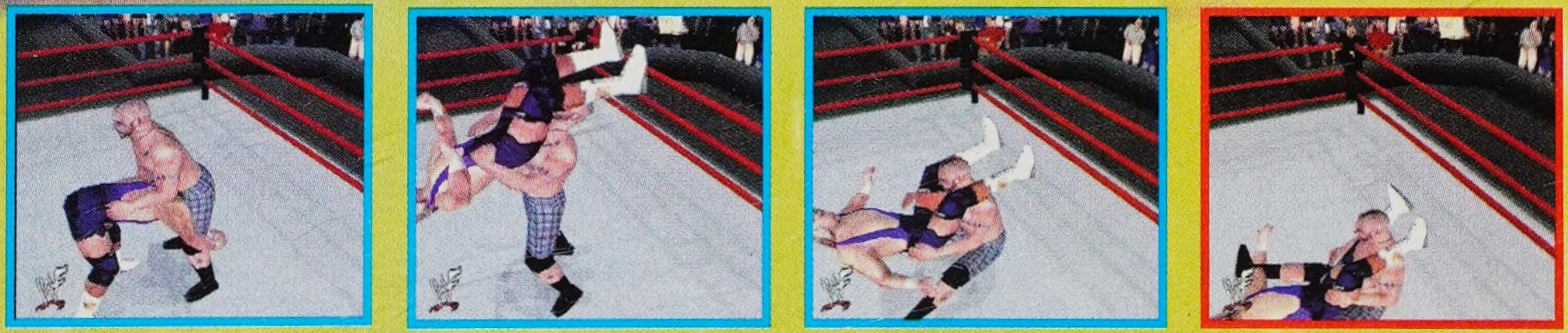
Standing back-to-back, the attacker grabs the opponent by the neck and drops to his butt, driving the victim's neck into his shoulder.

NECK WHIP



While his opponent is on the ground, the attacking superstar walks up to their head, puts him upright into a sitting position, places his knee against the opponents neck & spine, then flips over him, snapping the head of the opponent.

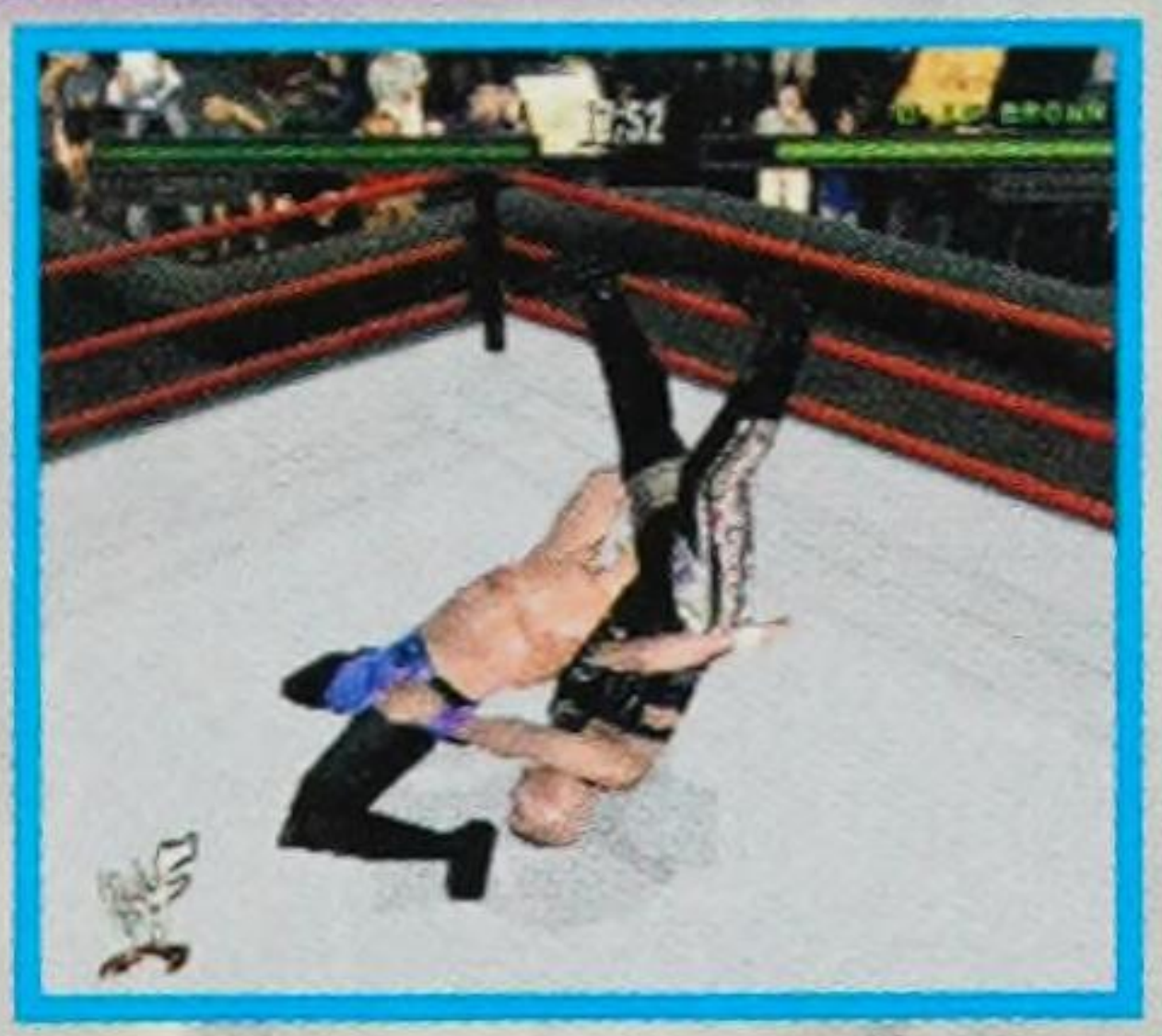
NEW JERSEY NAPTIME

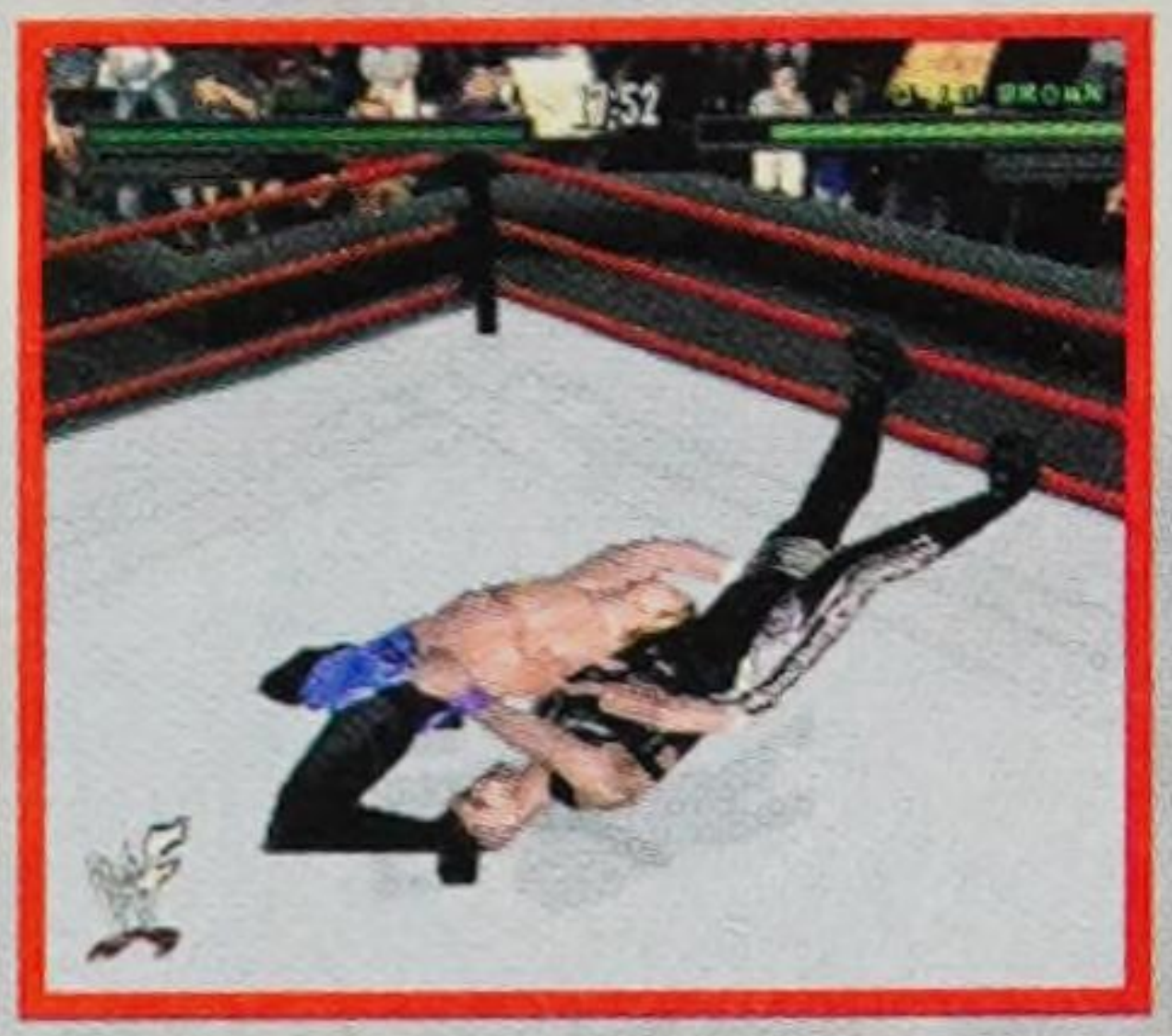


Droz's finisher is a seated Powerbomb! With the opponent's head trapped between his legs, the superstar lifts the victim up in the Powerbomb position, but then drops to his rear—bringing the opponent down in a pinning position.

FINISHER

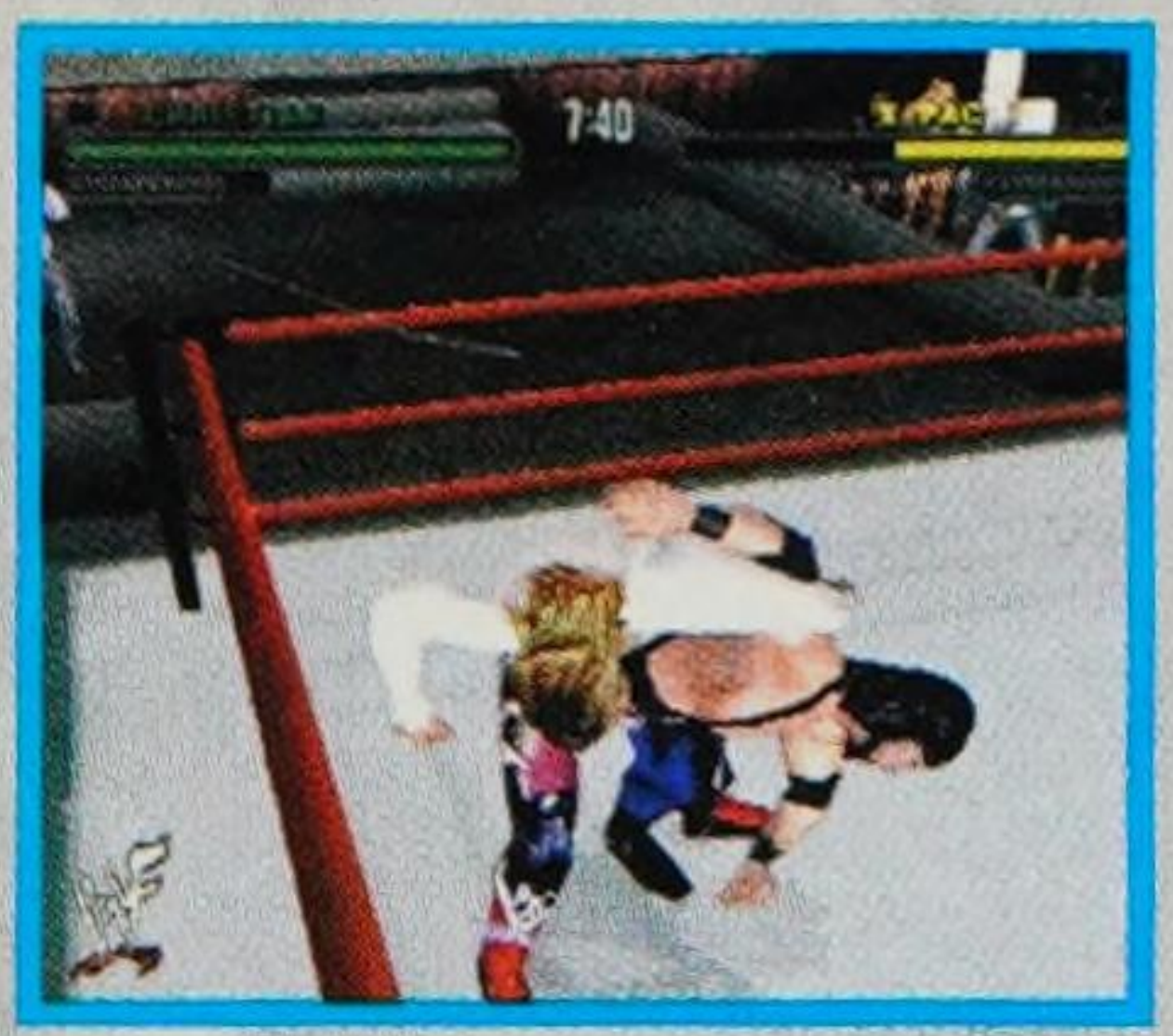
NORTHERN LIGHTS SUPLEX

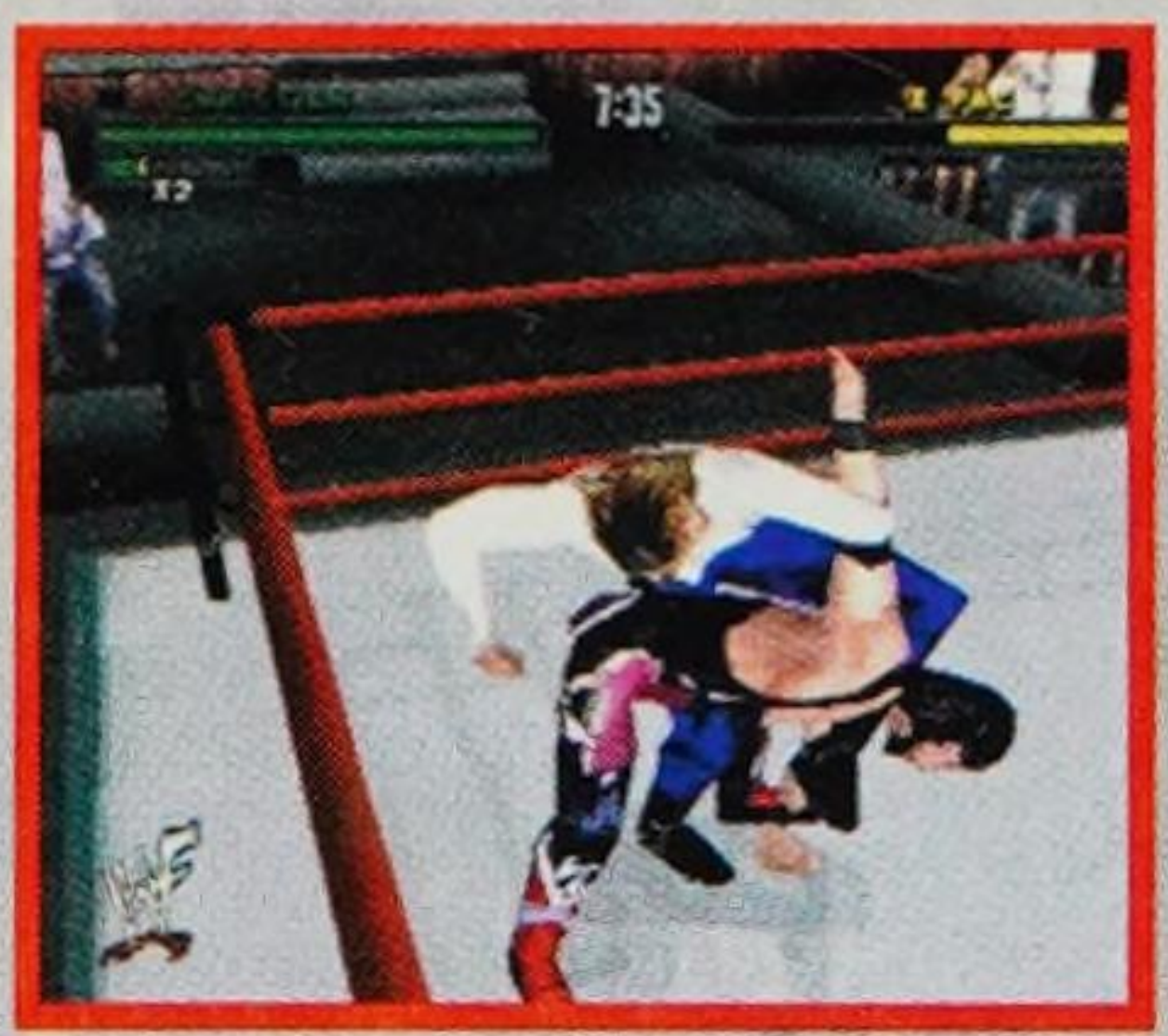




This maneuver is similar to the Fisherman's Suplex, except that the victim's leg is not hooked in the process. The offensive superstar's knees are kept bent in the process, allowing for a higher impact. A pinning attempt is possible with this suplex as well.

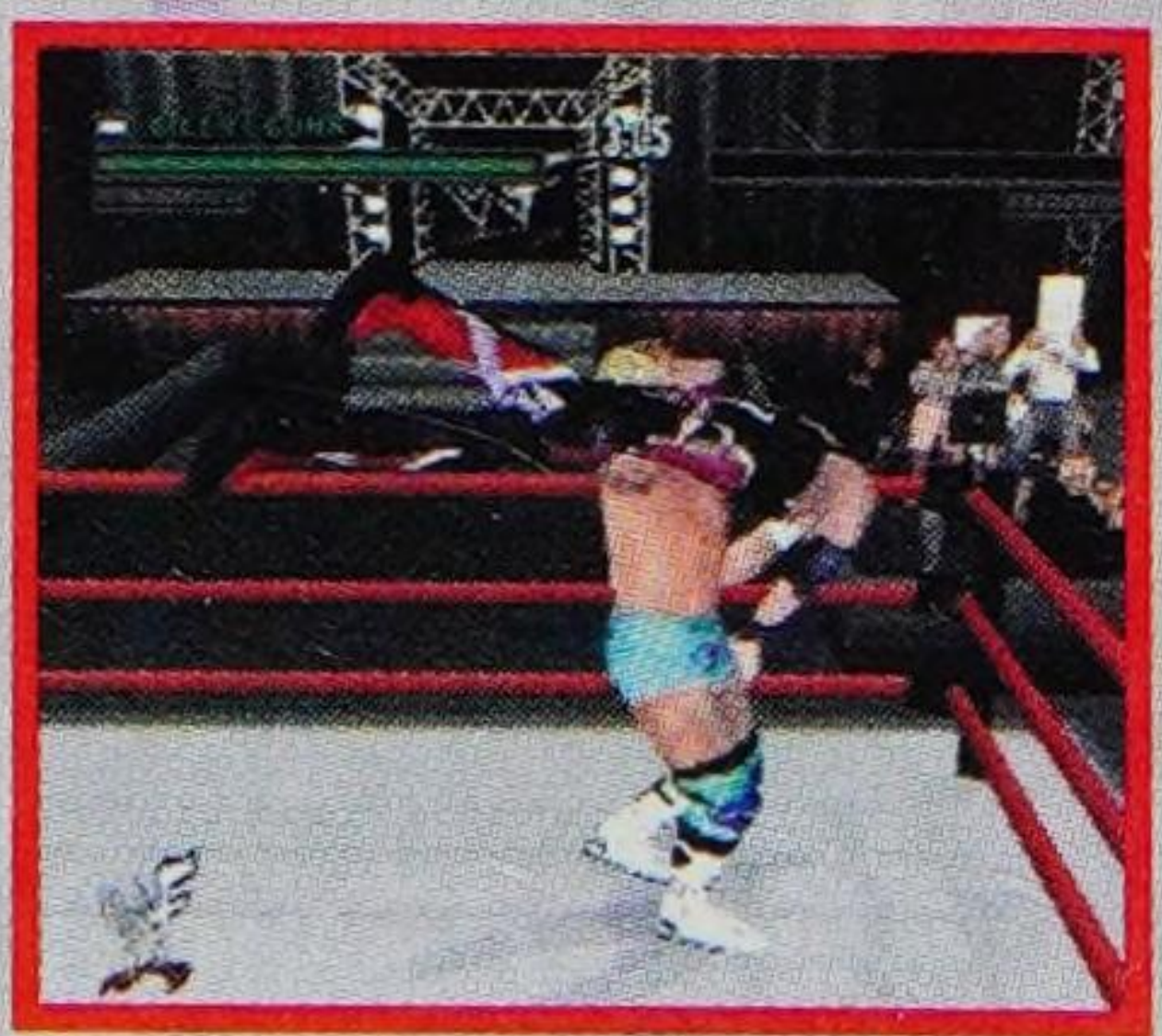
OCTOPUS HOLD





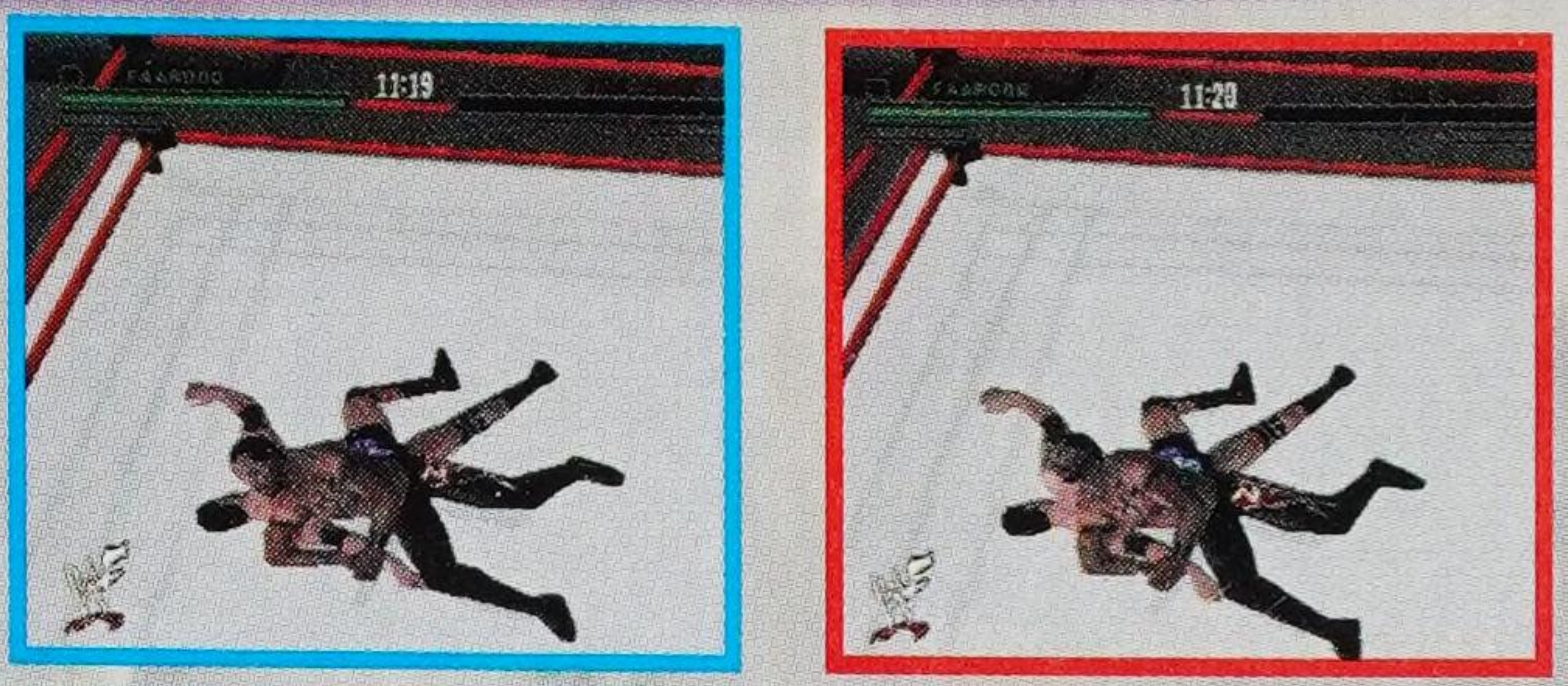
Like an Abdominal Stretch from Behind, but the aggressor will add insult to injury by throwing his left leg over the opponent's head, adding more "stretch" and pressure to the opponents neck.

OVERHEAD PRESS



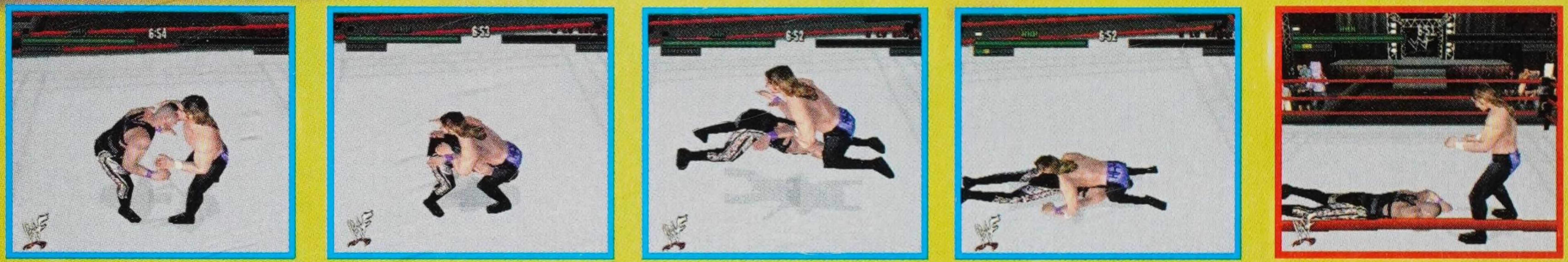
In this move, the attacking superstar picks up his opponent as if to perform a Press Slam, but instead, drops his opponent face first onto to the top turnbuckle.

PAINKILLER



With the opponent to your side, the attacking superstar grabs the foe's arm and drives them down to the canvas. Then, with the victim lying facedown, the arm is twisted behind their back in a submission type armlock.

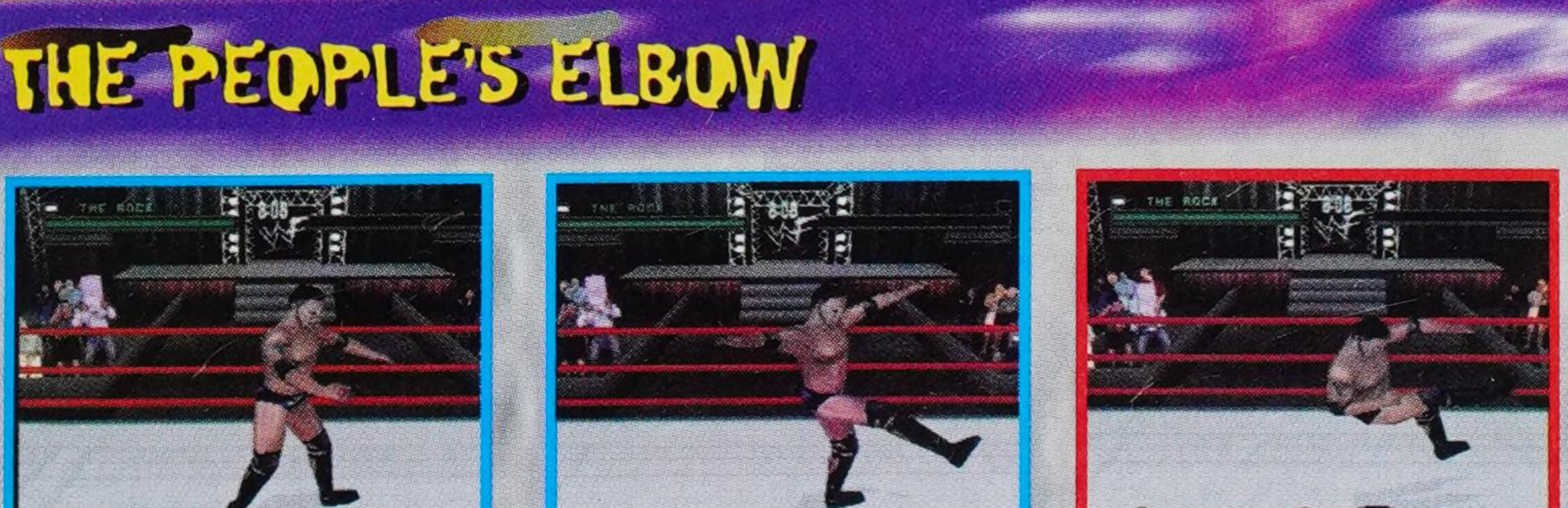
PEDIGREE



Triple H's finisher starts off with the enemy's head caught between the attacking superstar's knees—similar to the start of a Powerbomb. The superstar then locks up both of the victim's arms behind his back and drives them face-first into the canvas.

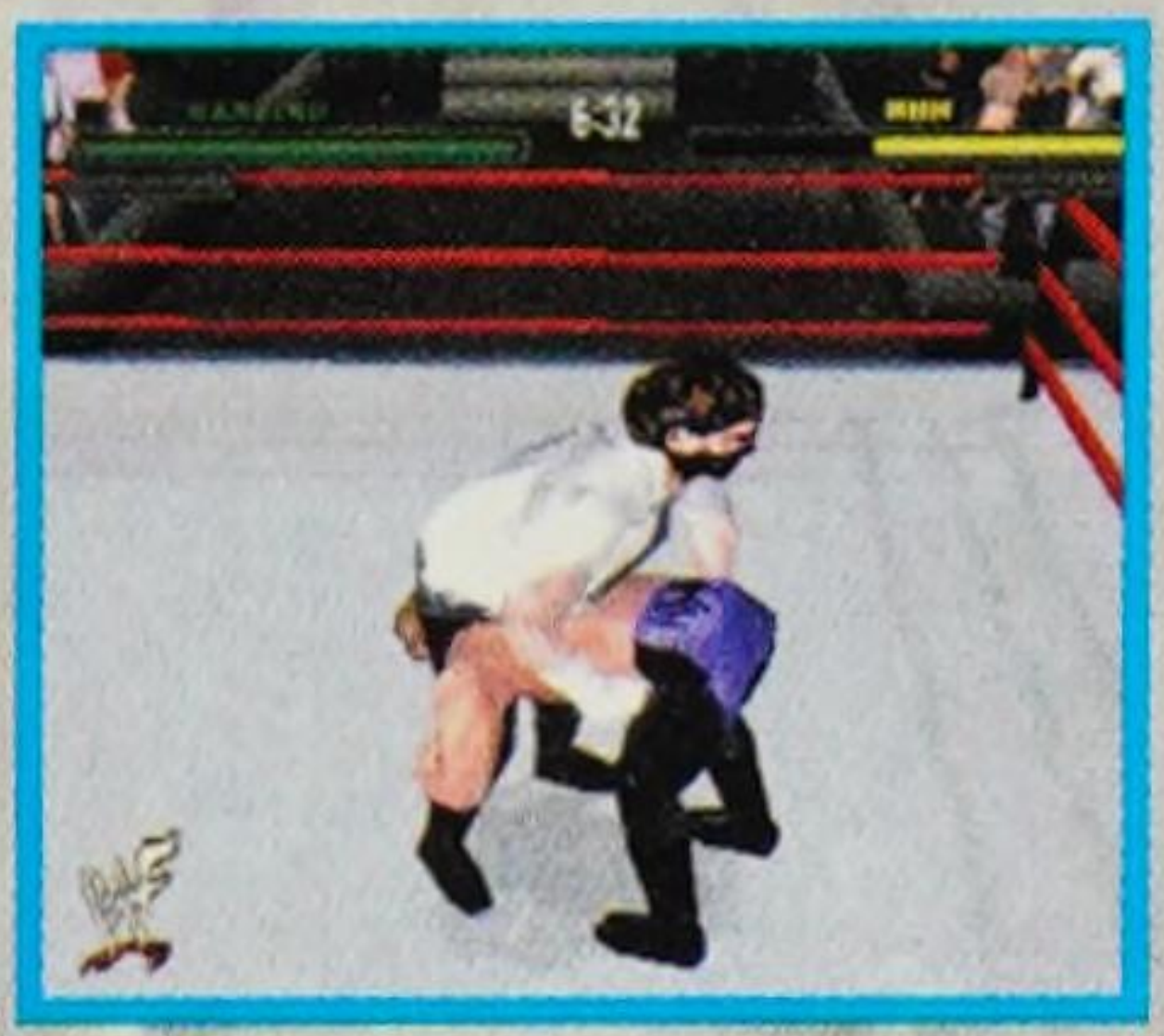
FINISHER

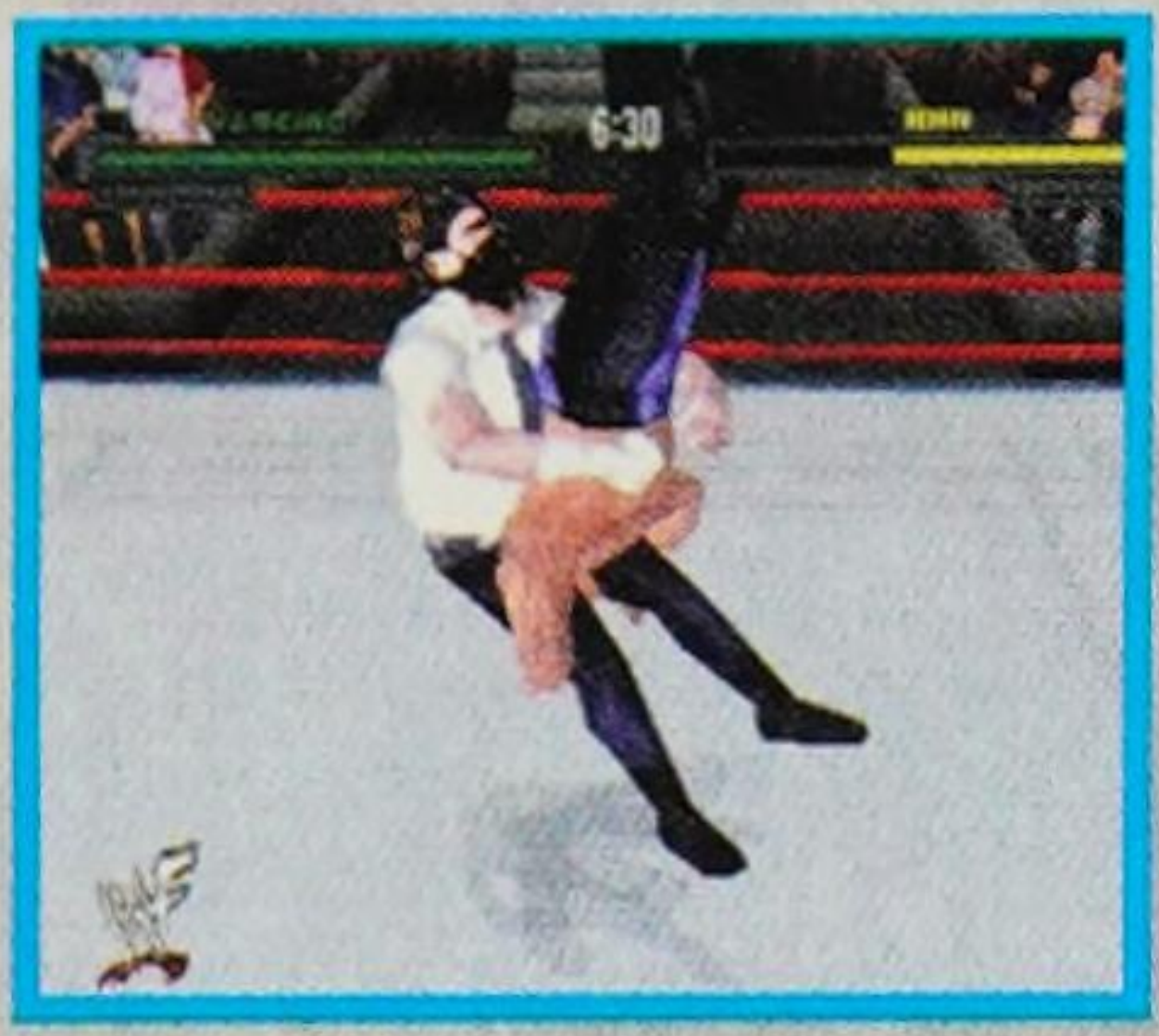
THE PEOPLE'S ELBOW

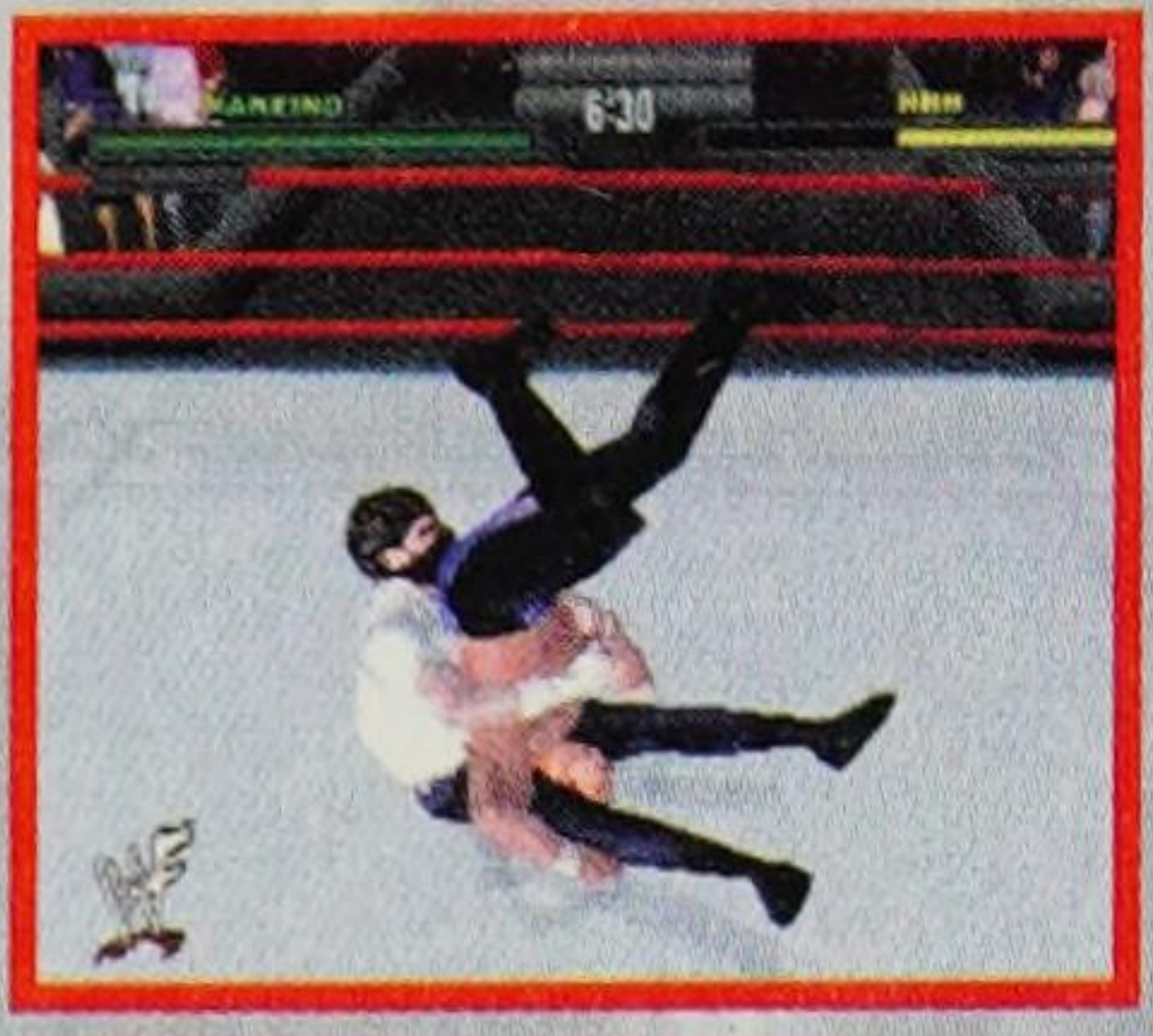


The Rock says...drop the People's Elbow by running the ropes over your downed foe and then lay the smack down on them!

PILEDRIVER

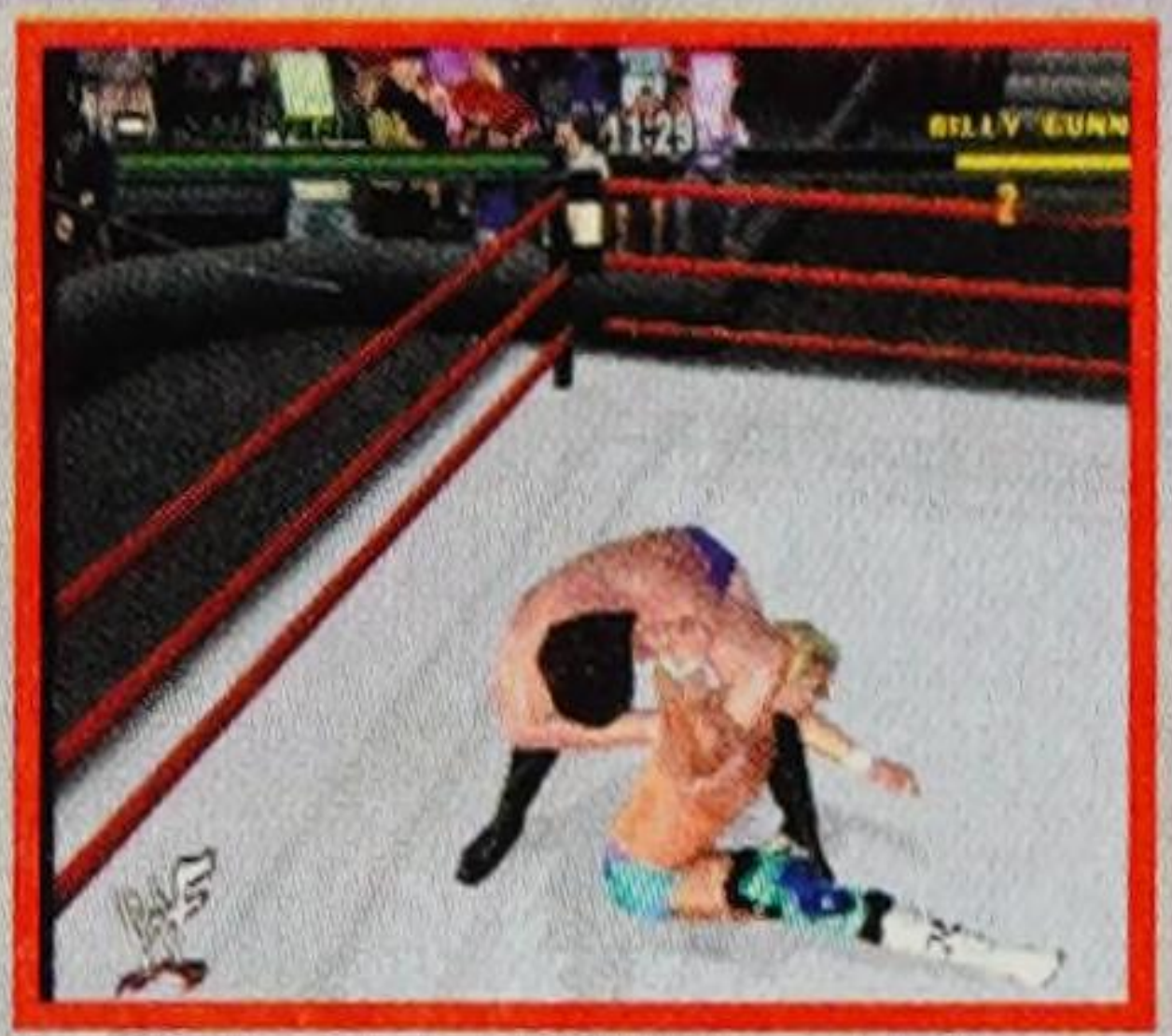






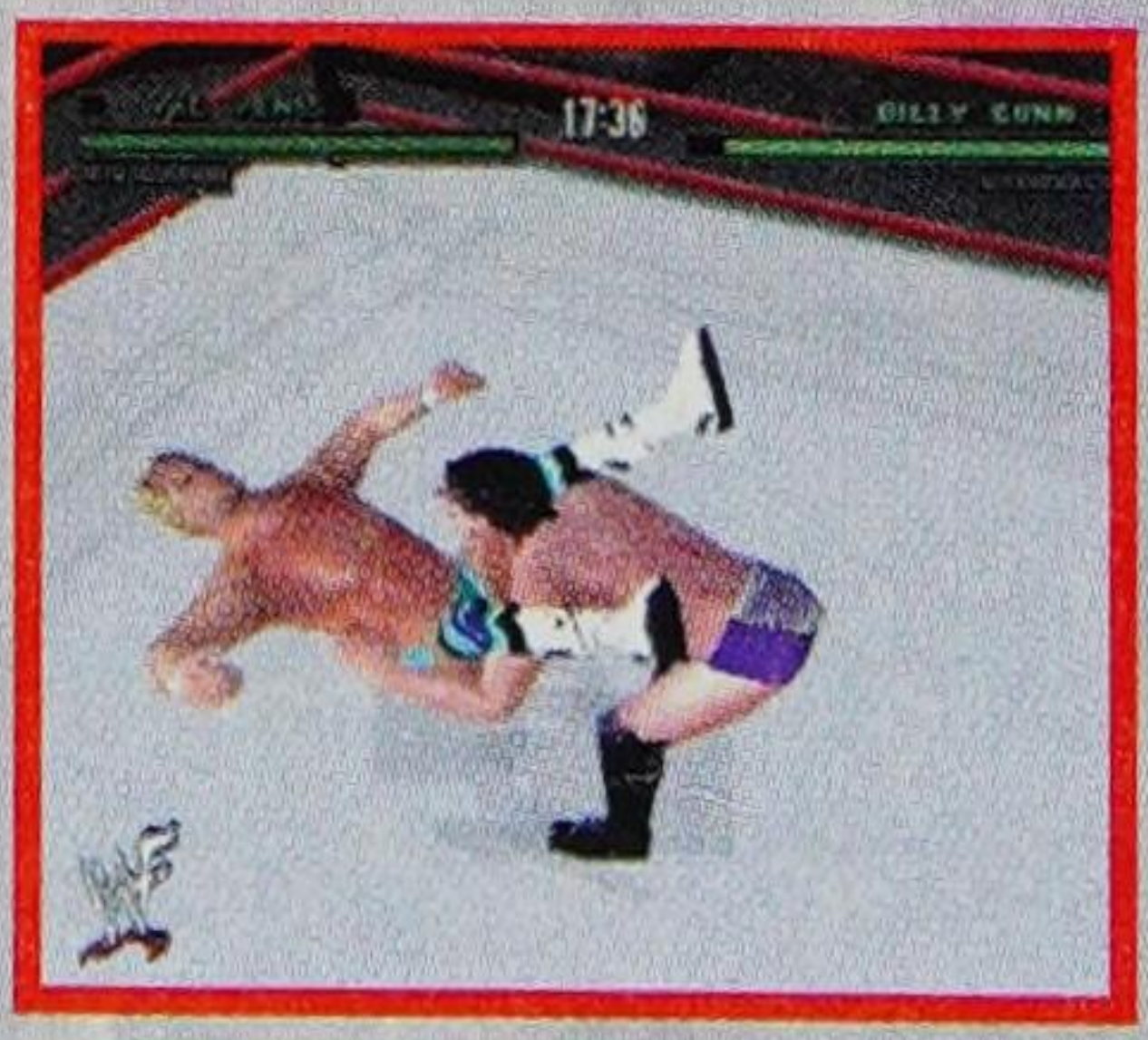
The opponent is bent forward with his head locked between the attacking superstar's thighs. The attacker then picks the opponent up by the stomach, lifting him into the air. Then the attacker drives the opponent's head and neck into the mat by dropping into a sitting position.

PORN PRETZEL



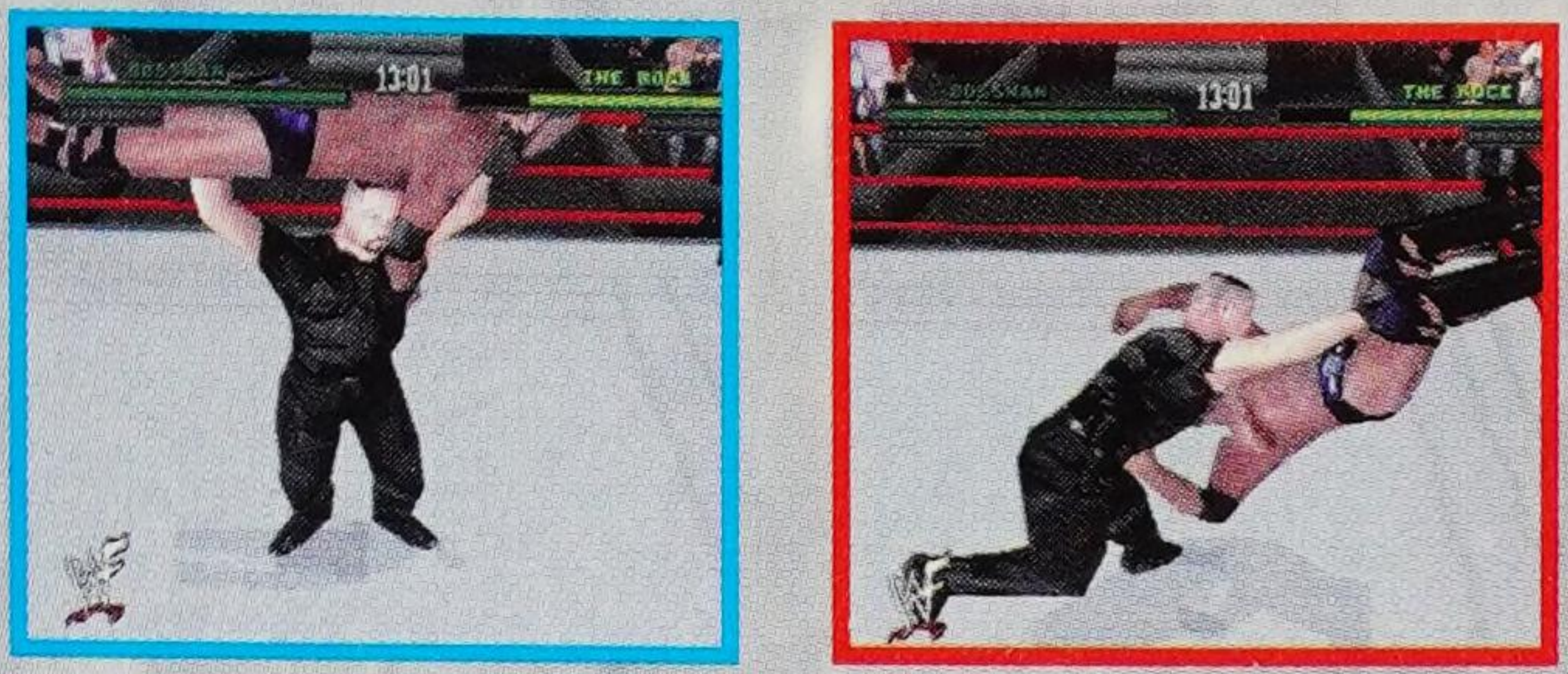
One of Val Venis' little-known finishing maneuvers. In a standing position, the superstar locks his opponent's legs into a figure four. To increase the pain and make it an effective submission, Val then places one arm under his opponent's chin and pulls up in a front face lock!

POWERBOMB



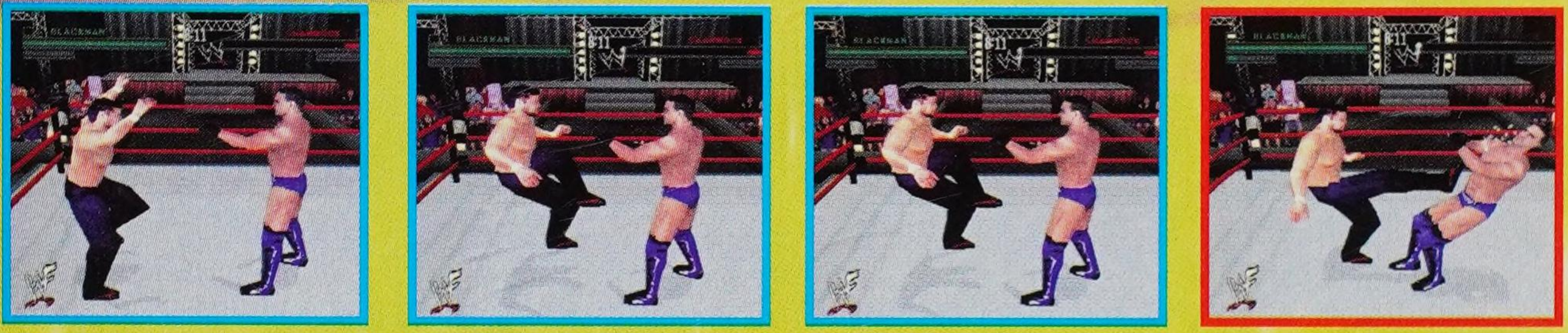
With the superstars facing each other, and the victim bent forward, the attacking wrestler locks his opponent around the midsection, lifts him and then throws him shoulder first onto the mat.

PRESS SLAM



A body slam that's performed after the opponent has been hoisted over the attacker's head. Similar to a Gorilla Press Slam.

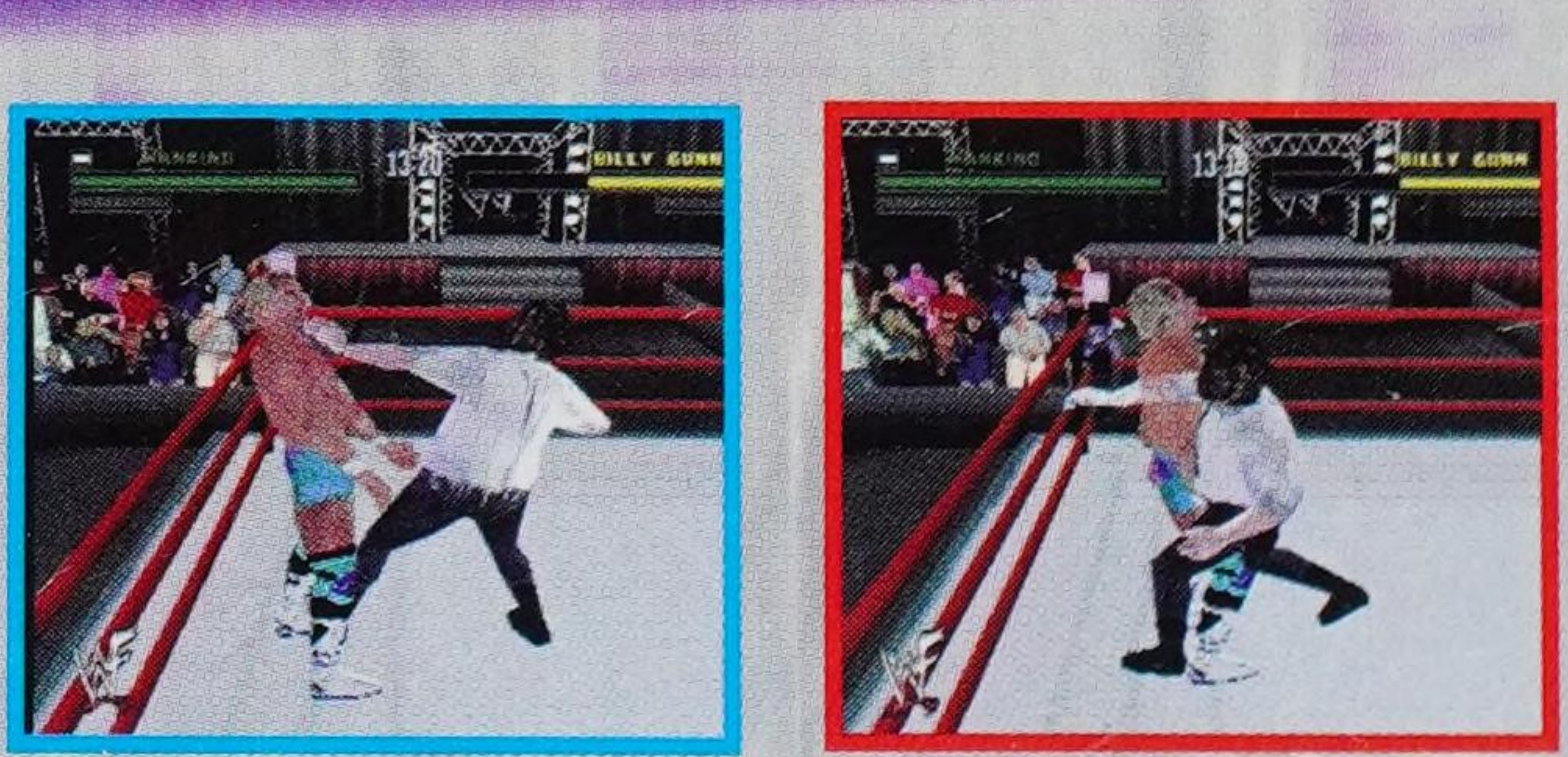
PUMP KICK



"Lethal Weapon" Steve Blackman's finisher! With the opponent dazed, the attacking superstar builds up momentum and delivers a kick to the face or chest of the victim.

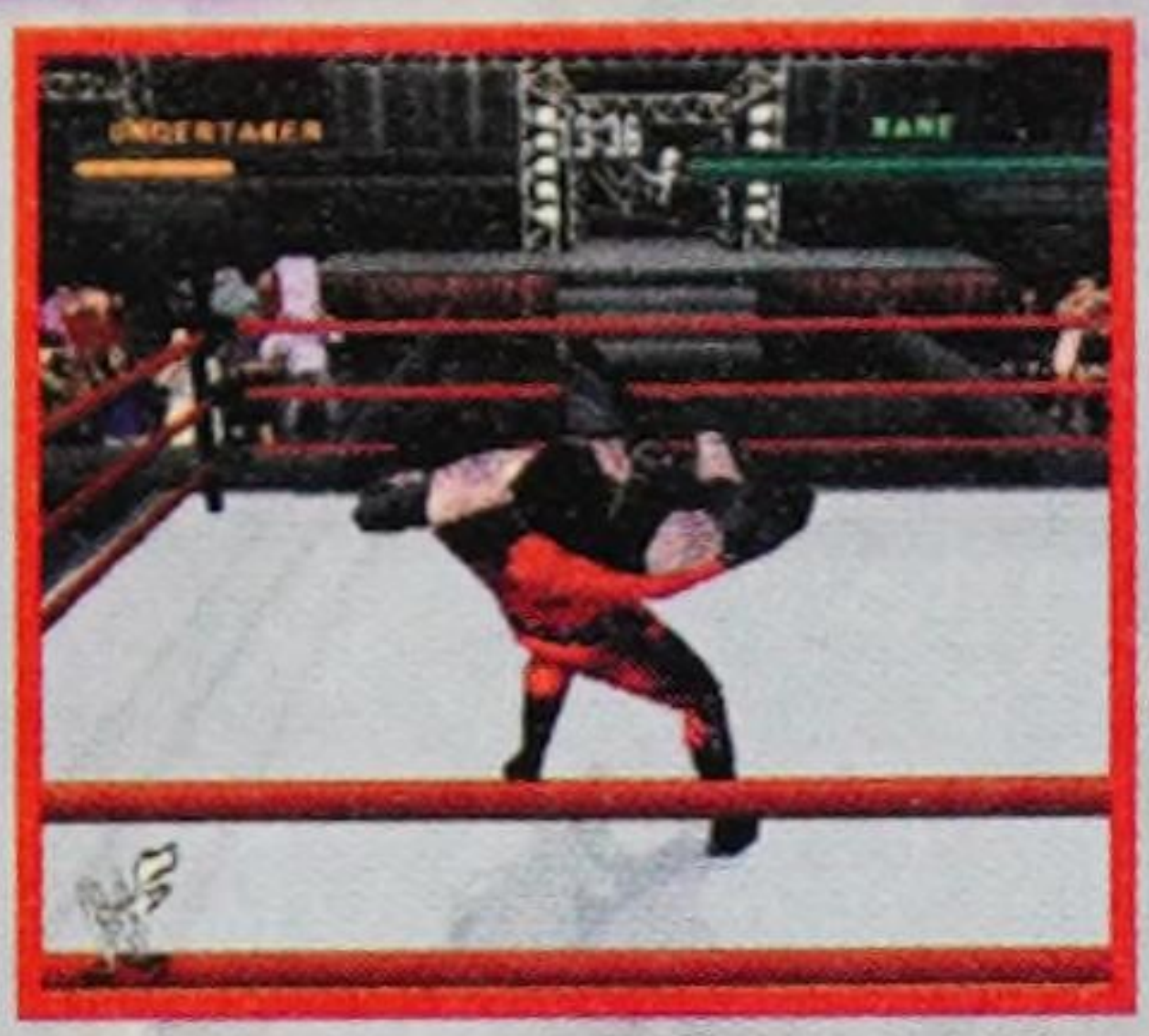
FINISHER

GRAB HEAD AND PUNCH



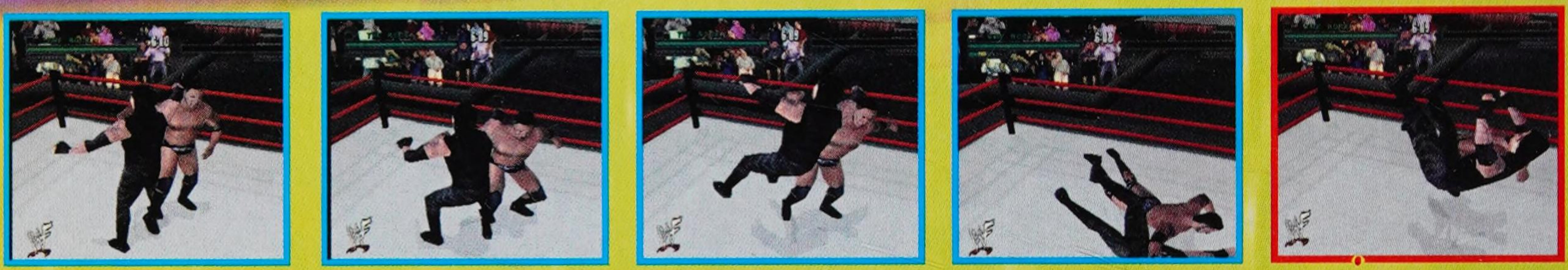
Grab your opponents head, and give him a haymaker!

REVERSE VERTICAL SUPLEX



With one arm taking hold of the opponent's trunk and the other wrapped around his neck, the offensive superstar lifts the victim high into the air vertically. The superstar then drops the enemy backward in the suplex, adding his own weight to the force of the impact.

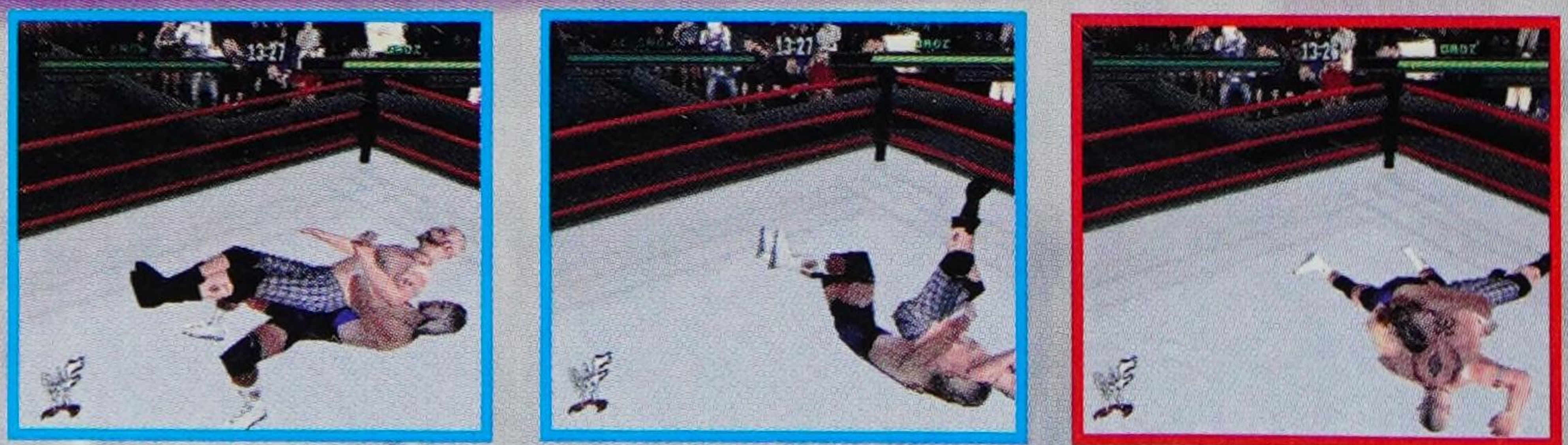
ROCK BOTTOM



The Rock's finisher is one of the most devastating moves in the game. Facing the victim, the superstar wraps his arms around the opponent's neck and lifts them vertically in the air before driving their back down into the canvas.

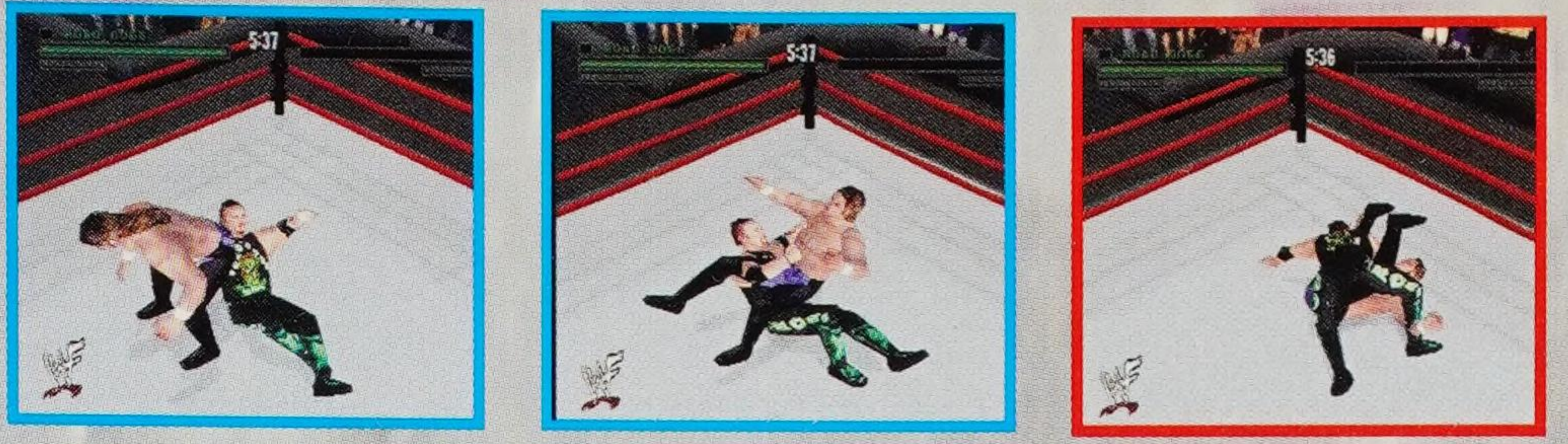
FINISHER

ROLLING GERMAN SUPLEX



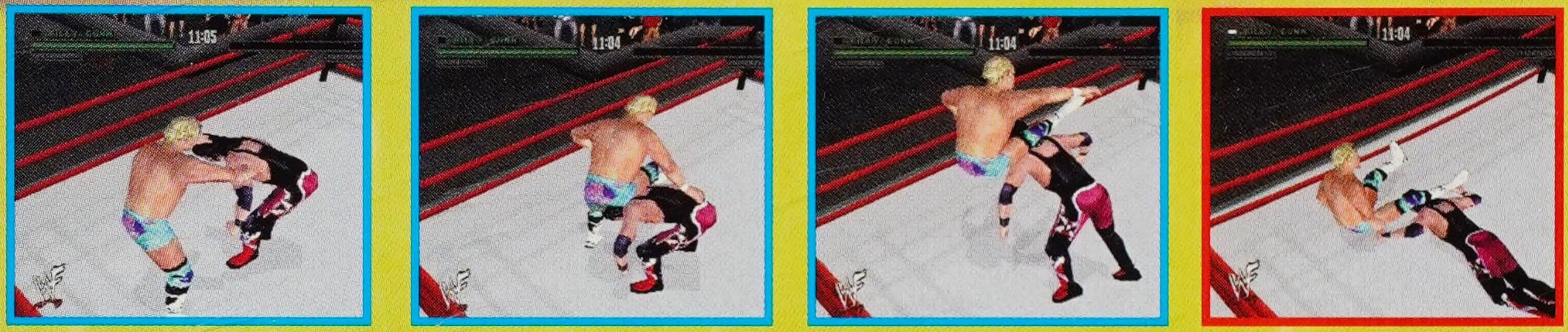
Grabbing the opponent's mid-section from behind, the offensive superstar pulls his victim backward. As a result the opponent goes over the top of his attacker and smacks down head, neck and back first to the canvas. In that position, the offensive superstar then twists his body to get back on his feet and unleashes the same suplex again!

ROLLUP PIN



A rollup pin.

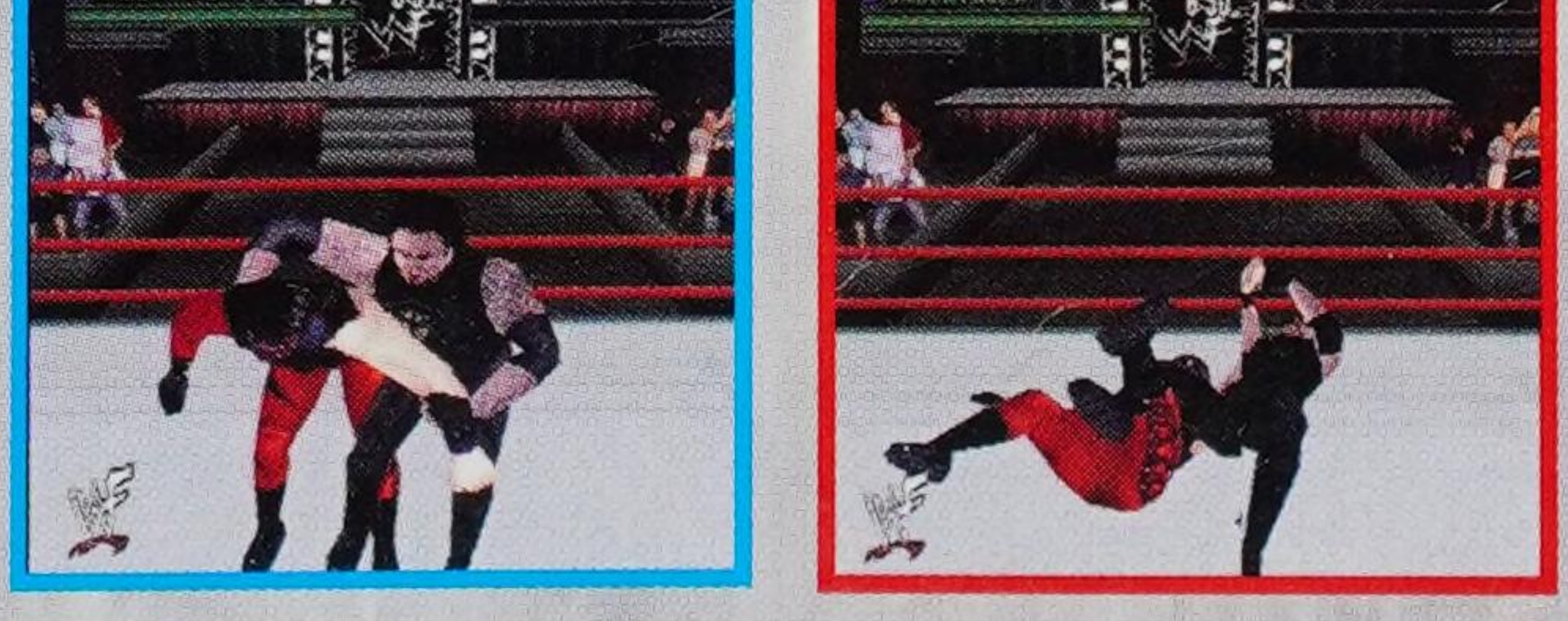
ROCKER DROPPER (FAME ASSER)



This finishing maneuver for Billy Gunn is a high-impact Rocker Dropper from the corner. With his opponent dazed in the ring, Gunn heads to the turnbuckles and launches himself into the air—using the back of his leg to drive the opponent's face into the canvas.

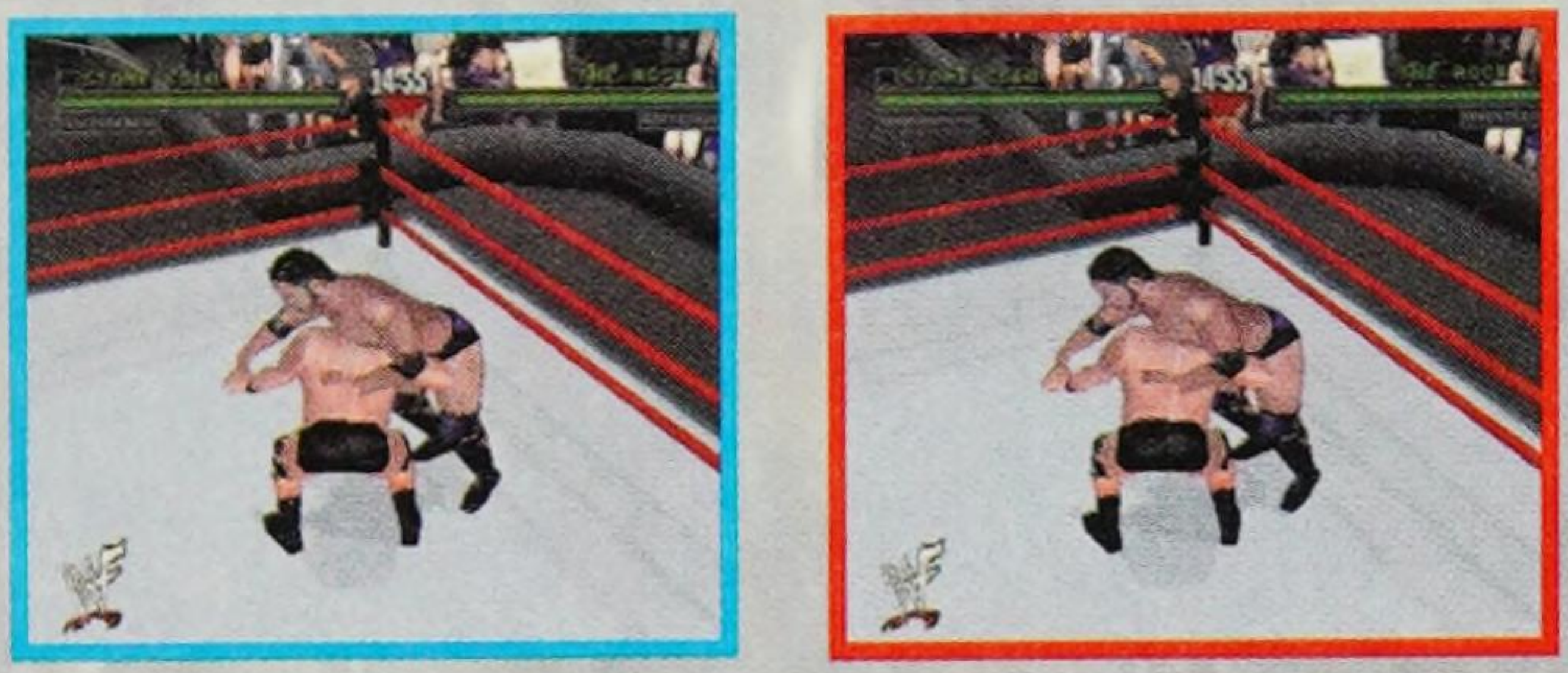
FINISHER

RUSSIAN LEGSWEEP



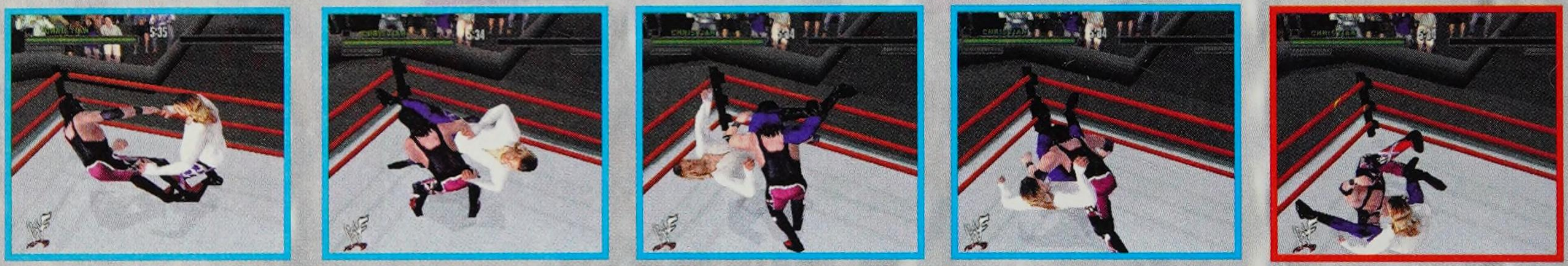
With the two superstars standing side-by-side, the offensive superstar wraps his near leg around the opponent's and uses his arm to take control of him. However, instead of throwing the victim backwards in a regular Russian Leg Sweep, the attacking superstar drives the opponent's body forward, planting his face in the canvas.

SAMOAN DROP



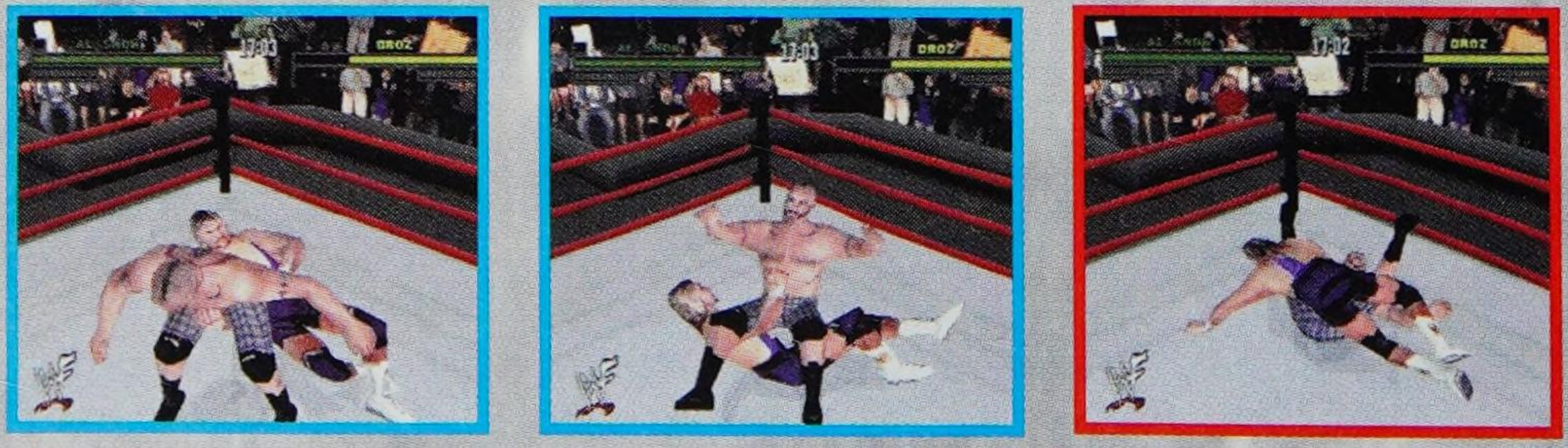
In a standing position, the attacking superstar lifts the enemy onto his back—locking his appendages into place with his arms. Then, the superstar falls backward onto the opponent driving them down on their back. This maneuver is also an effective reverse to the

RUNNING HEAD SCISSORS



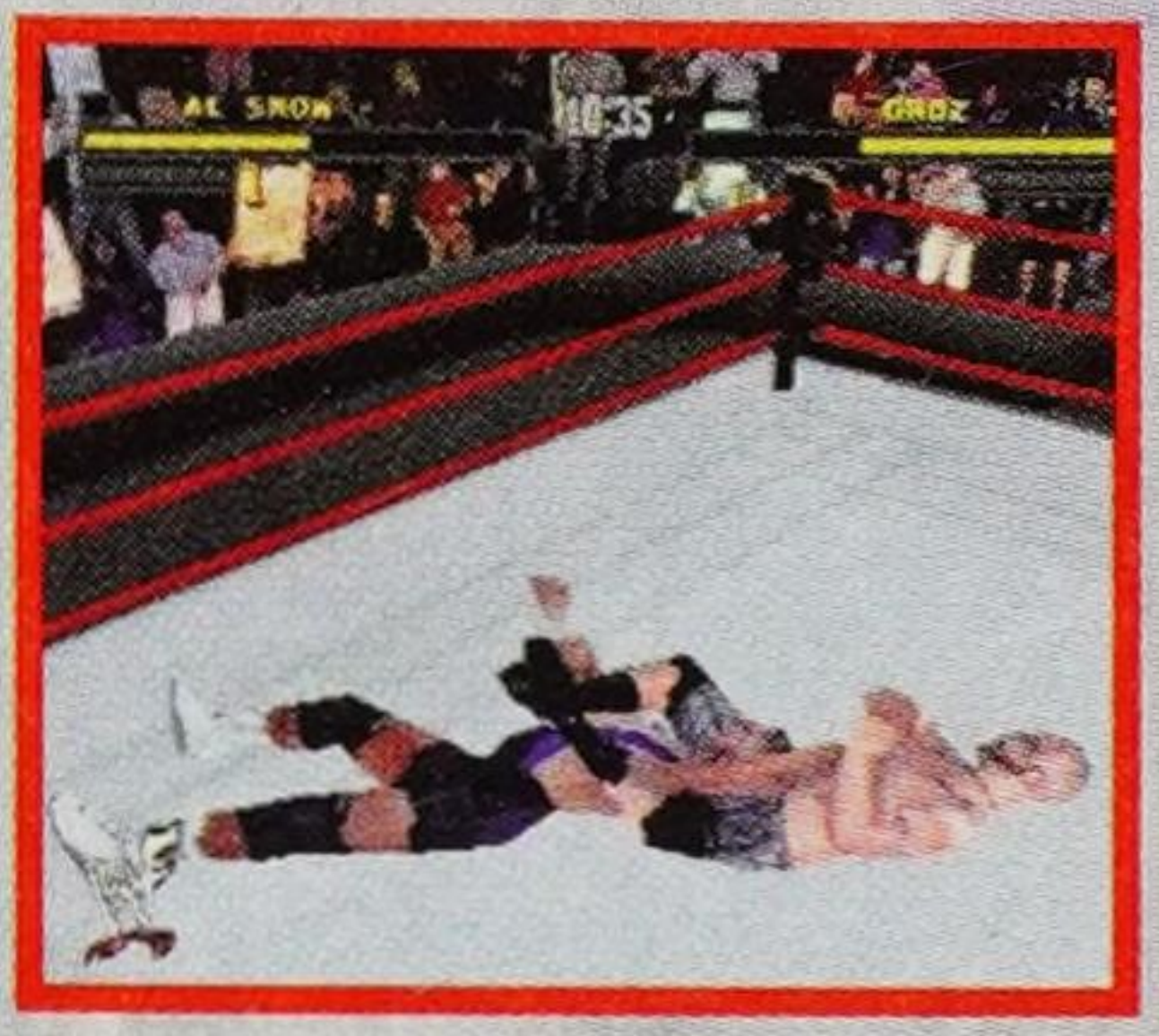
Charging your opponent, the attacking superstar jumps into the air and wraps both of his legs around the victim's neck and falls backward, bringing the opponent down to the mat head-first.

SCHOOLBOY PIN



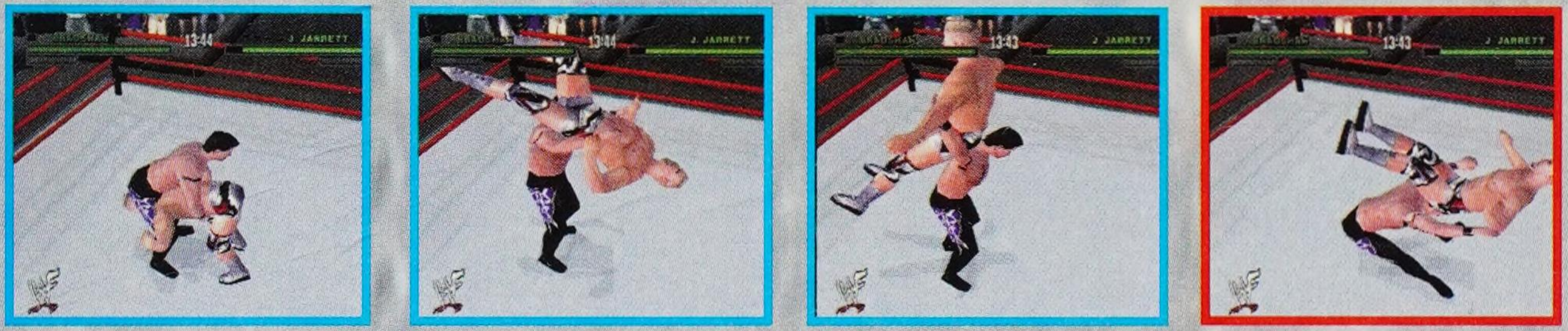
As the opponent is falling backwards from a strike, the attacking superstar rolls up both of his victim's legs and attempts a pin attempt while maintaining his standing.

SCISSORED ARMBAR



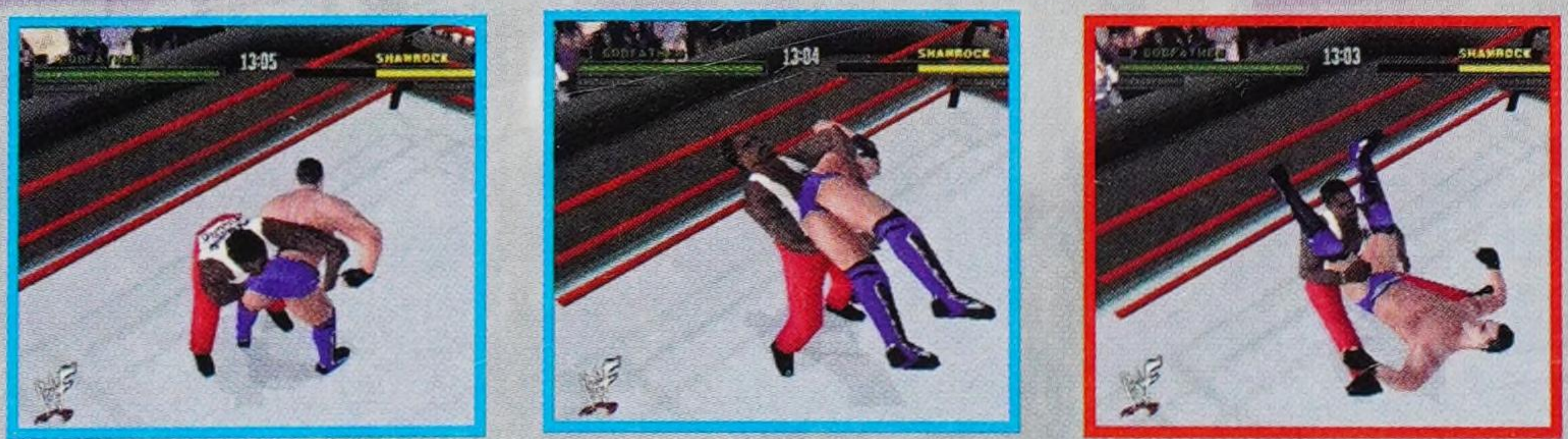
A classic hold--the aggressor steps over the opponents arm, then scissors it up with his legs, applying pressure to the opponent's vulnerable hyper-extended elbow.

SEATED CRUCIFIX DROP



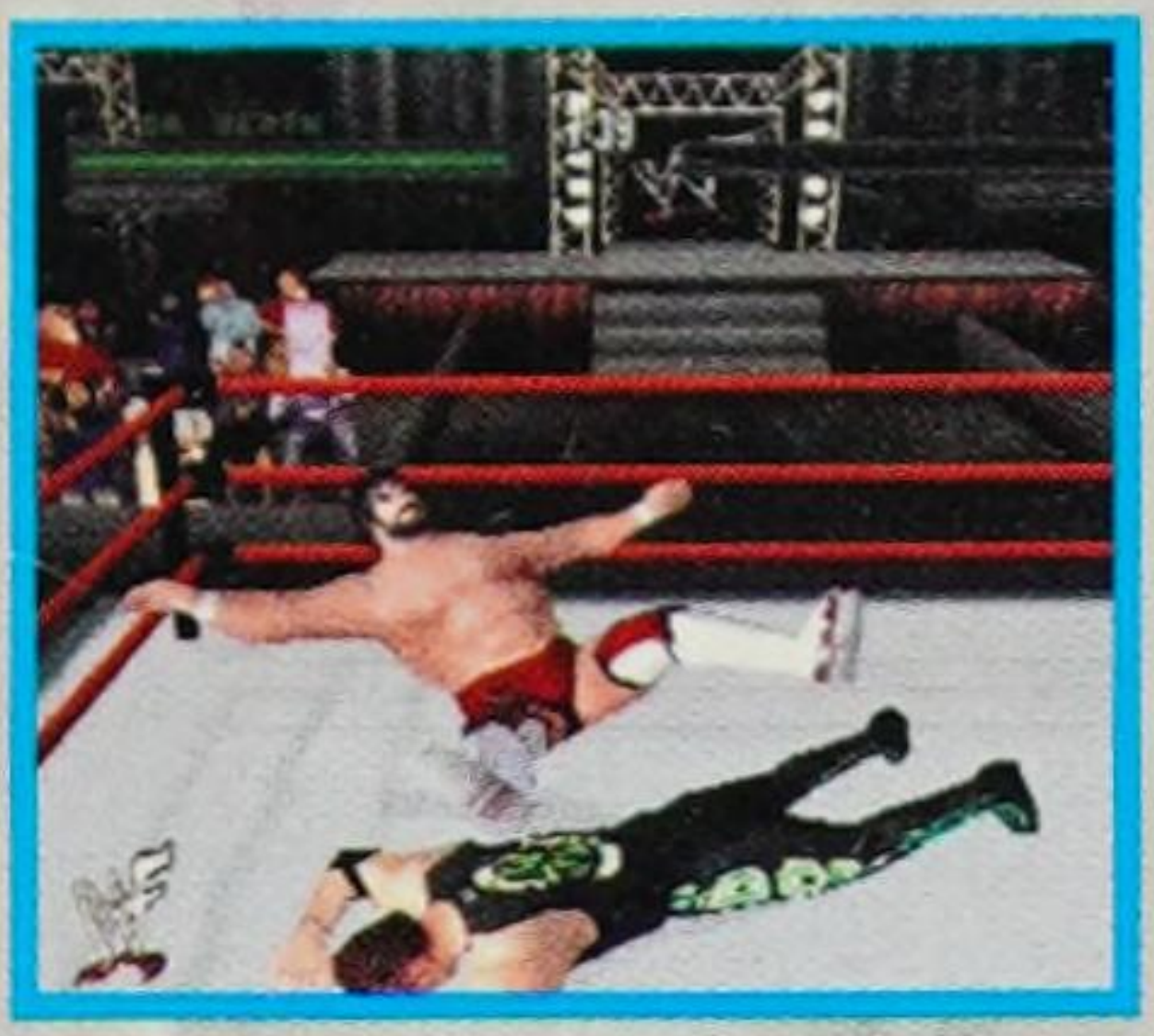
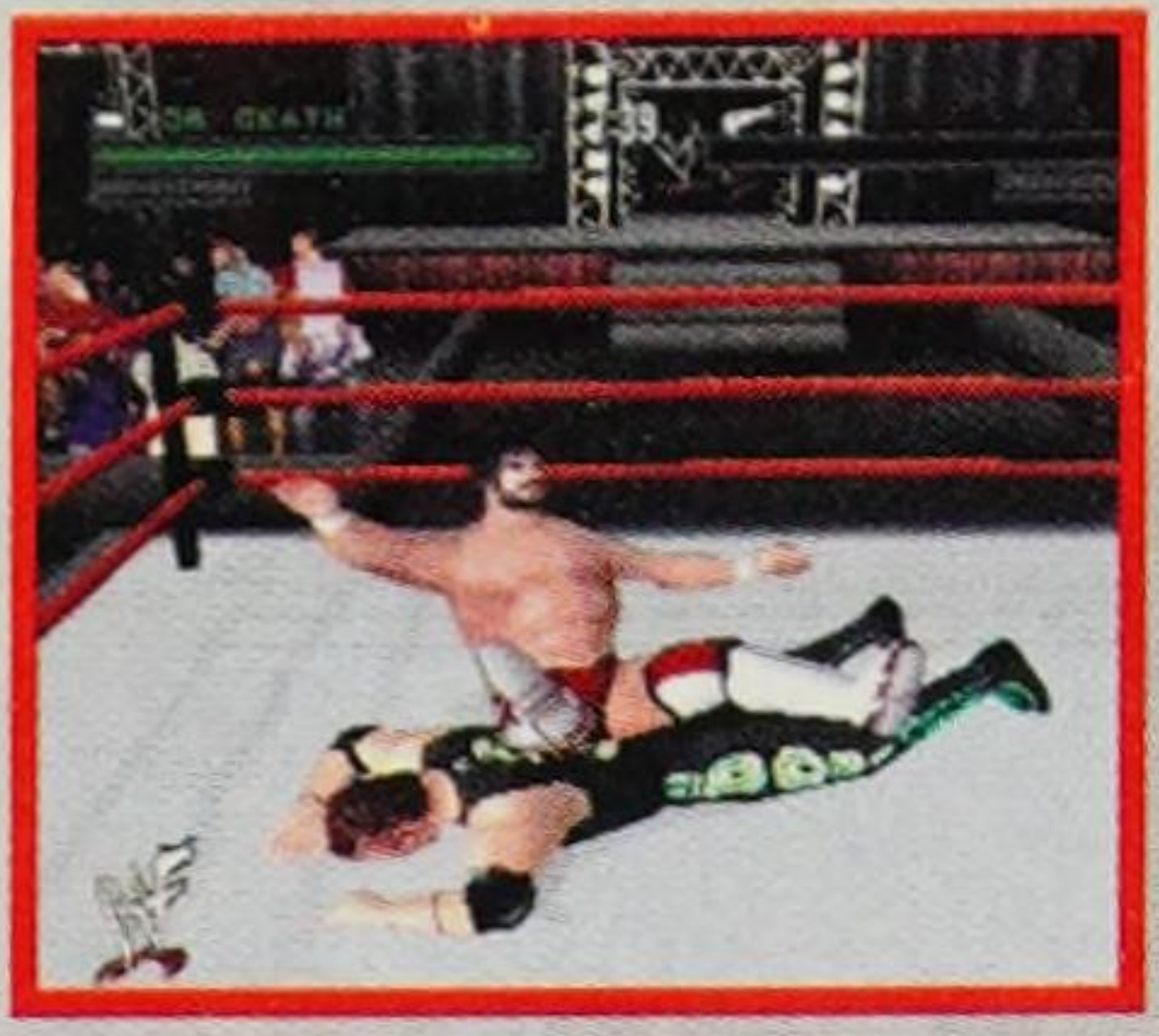
Similar to a Crucifix Drop, only this time the offensive superstar attacks while his victim is on the canvas. Using his arms and legs to latch onto the opponent's back, the superstar then uses his own body weight to pull the victim backwards and into a pinning position.

SEATED GUTWRENCH POWERBOMB



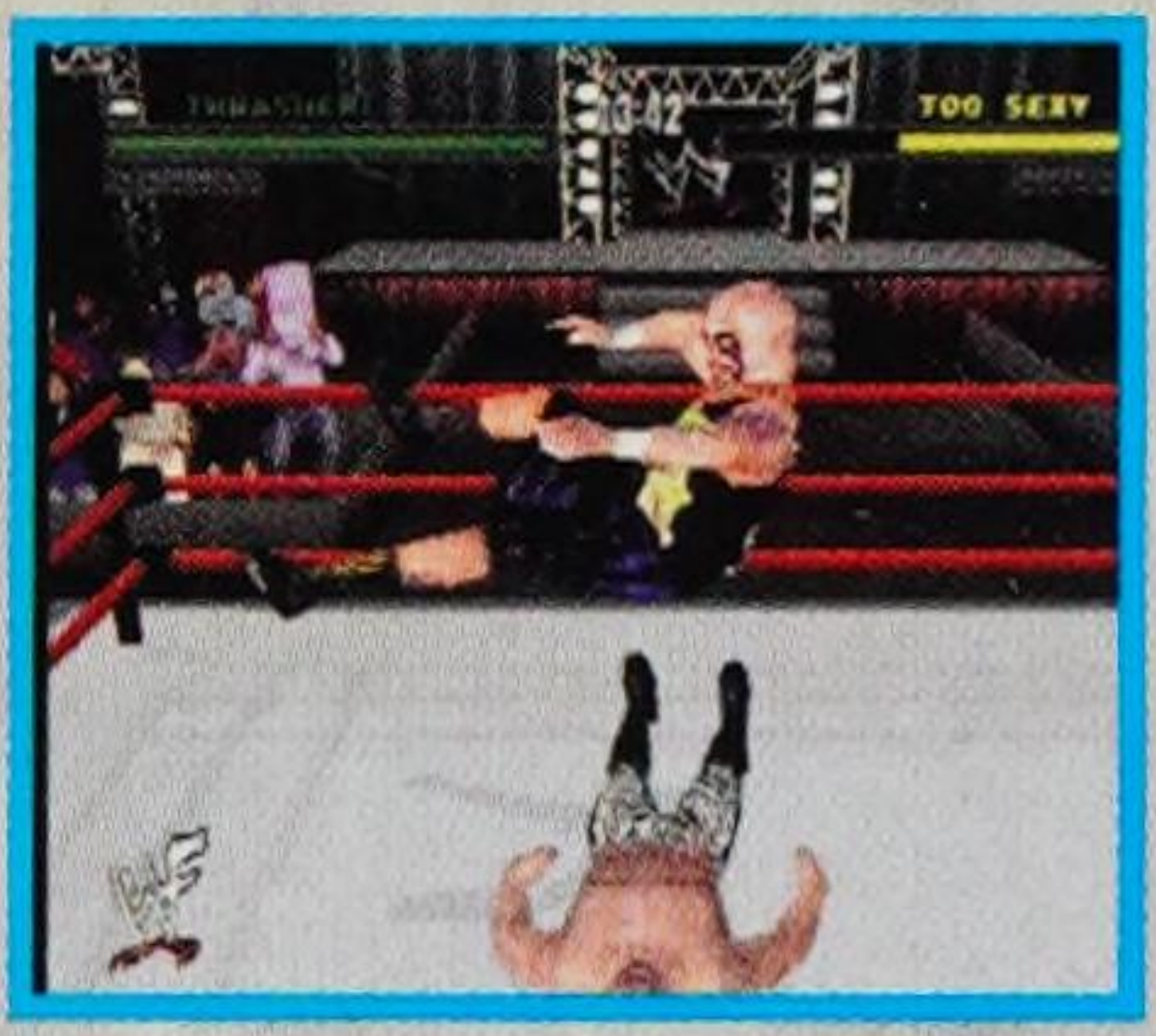
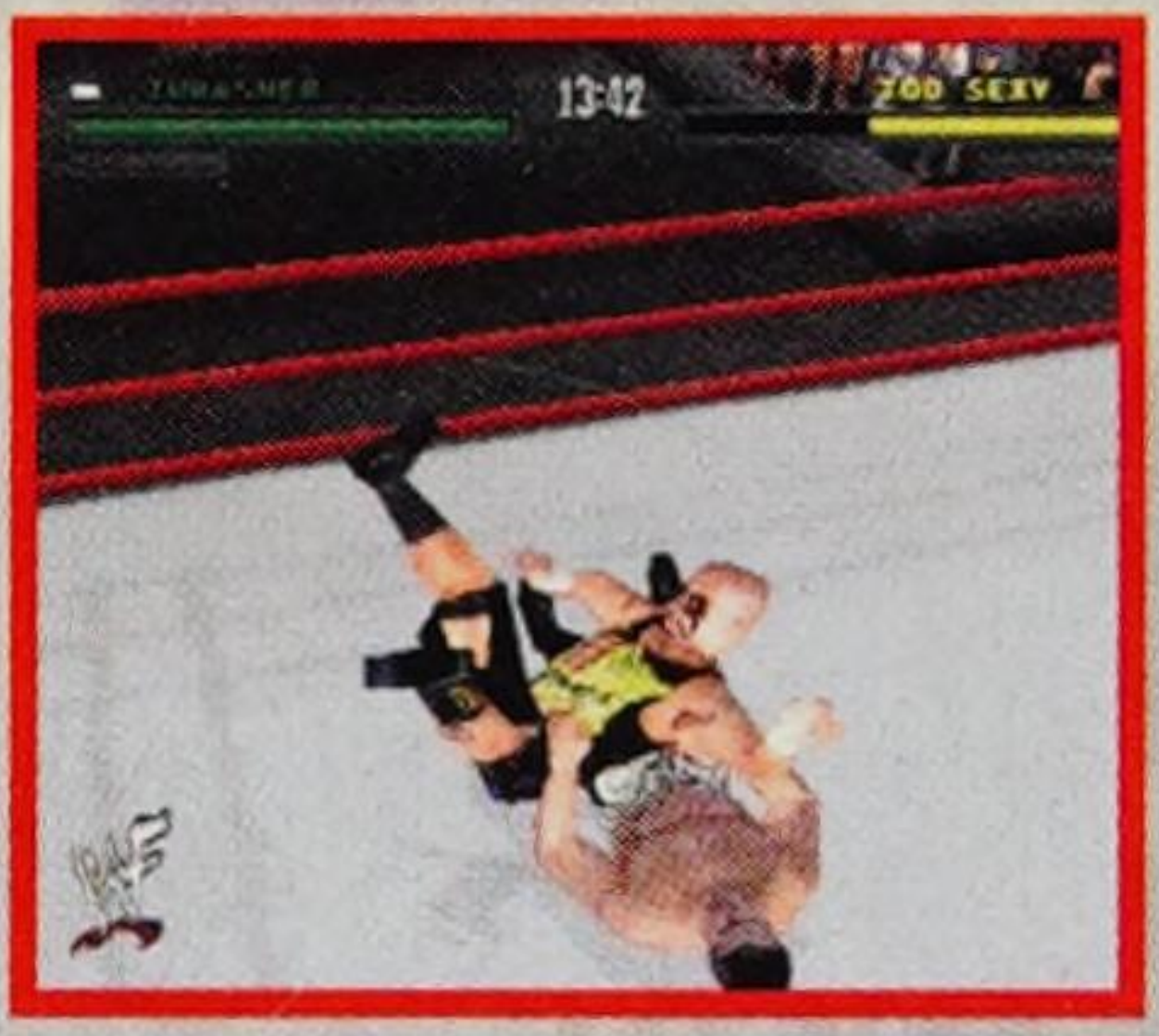
The attacking wrestler bends his opponent towards him. Then the attacker reaches over and grabs the opponent around the stomach and back. The attacker then lifts the victim into the air and slams him back first to the mat.

SENTON BOMB

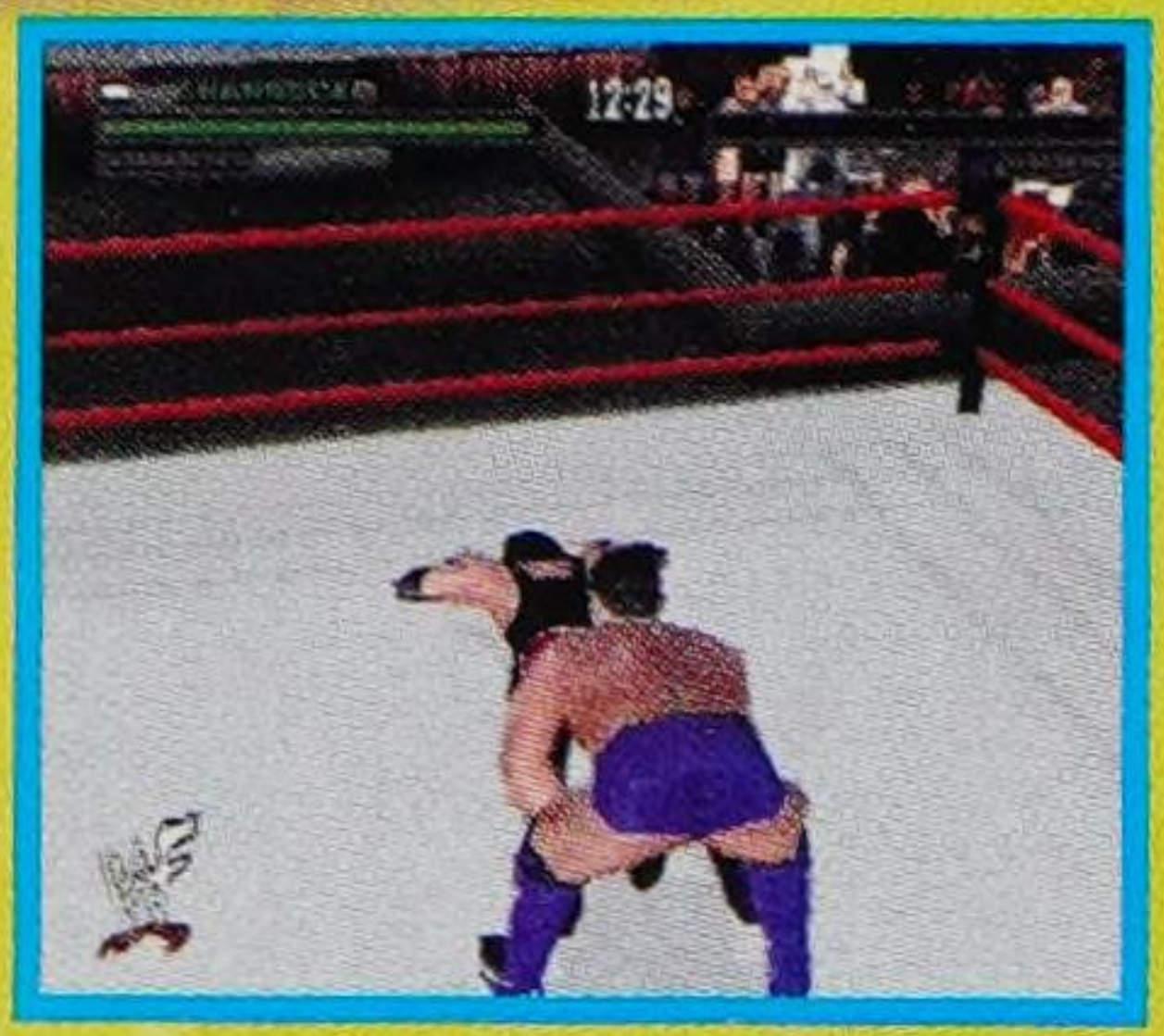
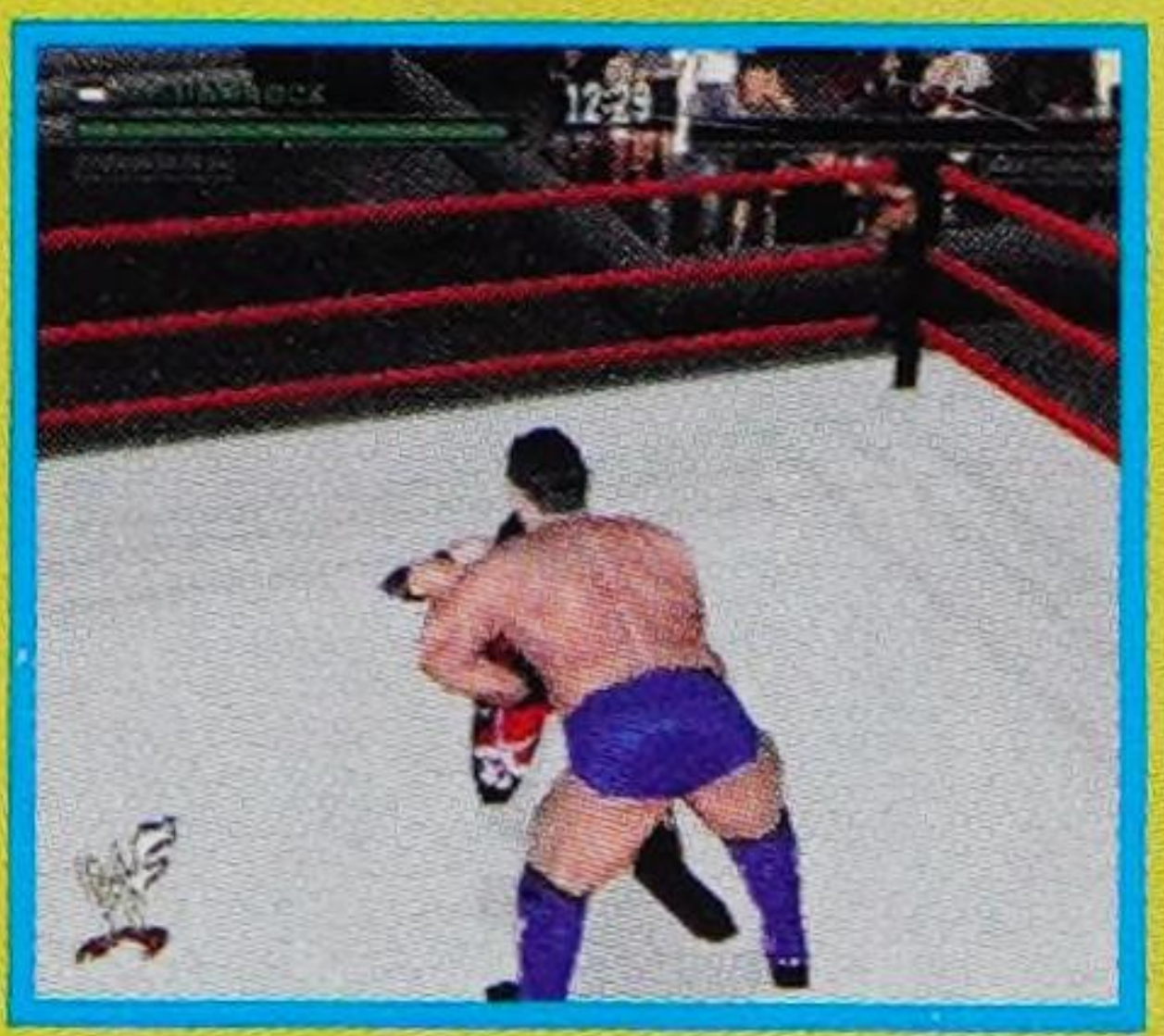
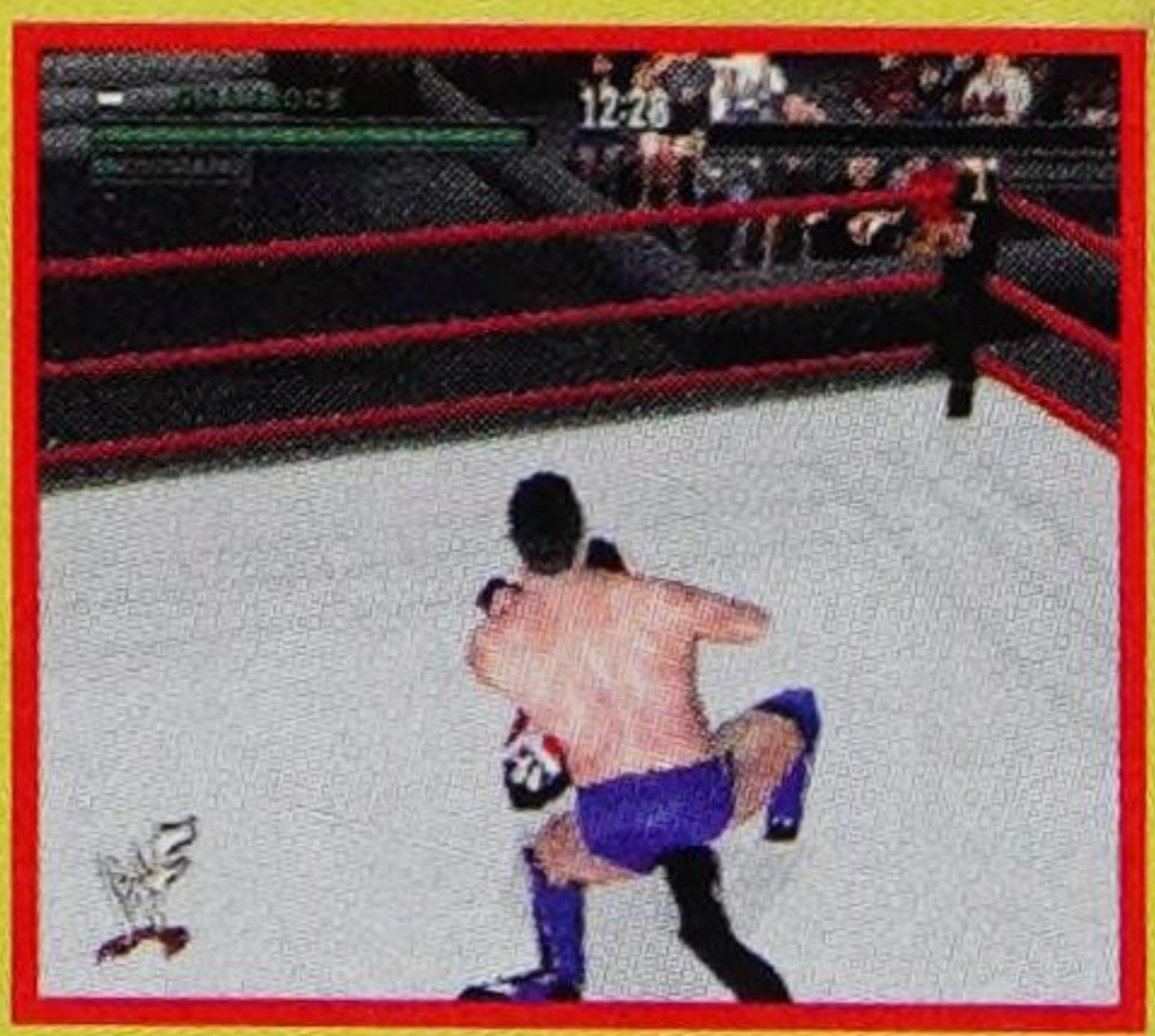
A kind of reverse splash from the top rope. With the offensive superstar perched on the top, he jumps off and falls backwards in mid-air, coming down on the victim back first. As a result, the force of the superstar's back knocks the wind out of his enemy.

SENTON SPLASH

A kind of reverse splash from the top rope. With the offensive superstar perched on the top, he jumps off and falls backwards in mid-air, coming down on the victim back first. As a result, the force of the superstar's back knocks the wind out of his enemy.

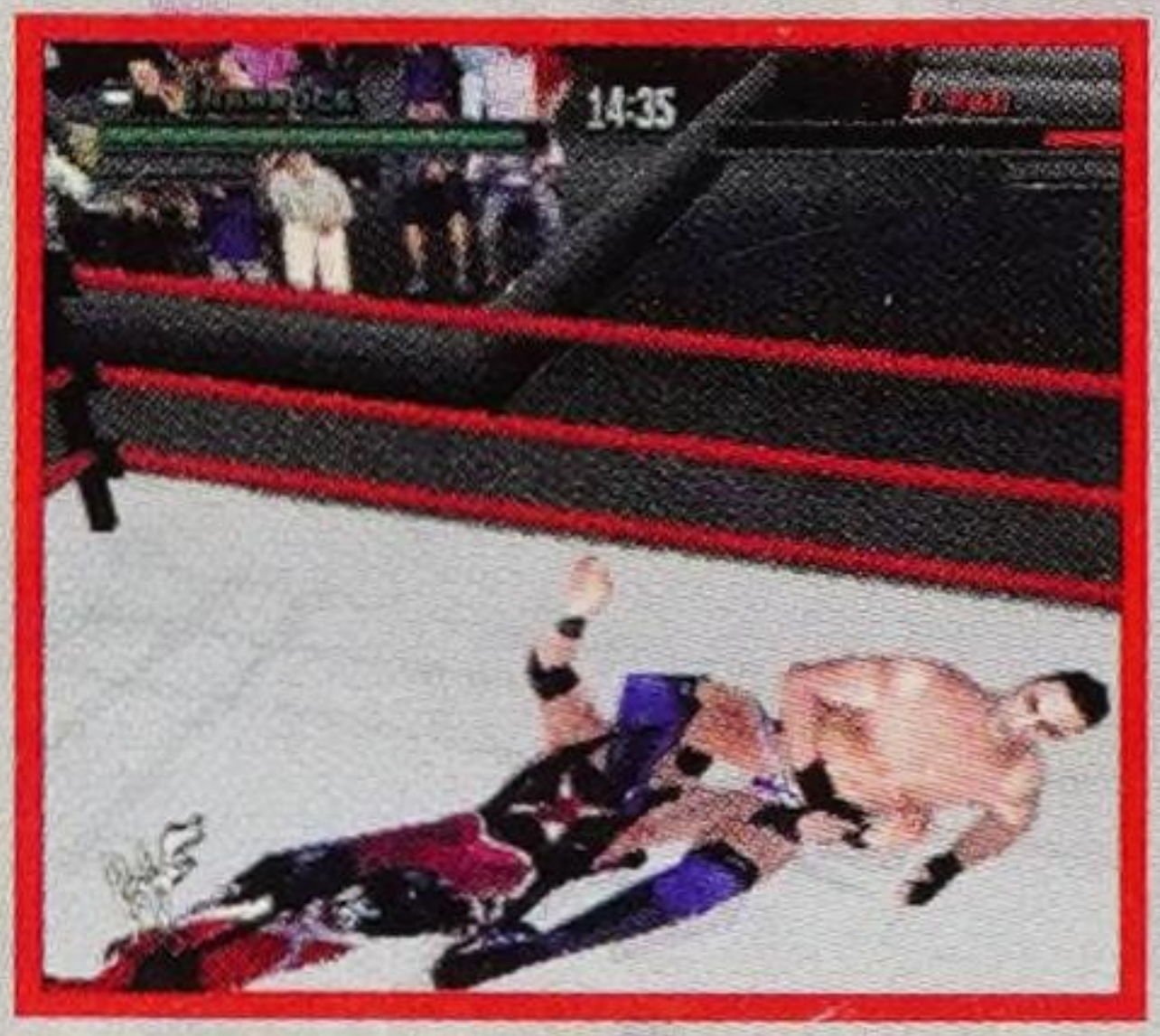
SHAMROCK ANKLE LOCK

Ken Shamrock's finisher is one of the most painful maneuvers in the Federation! With the victim face down on the canvas Shamrock takes hold of their lower leg, lifts it in the air and uses his massive arms to twist the opponent's ankle to the point of breaking!

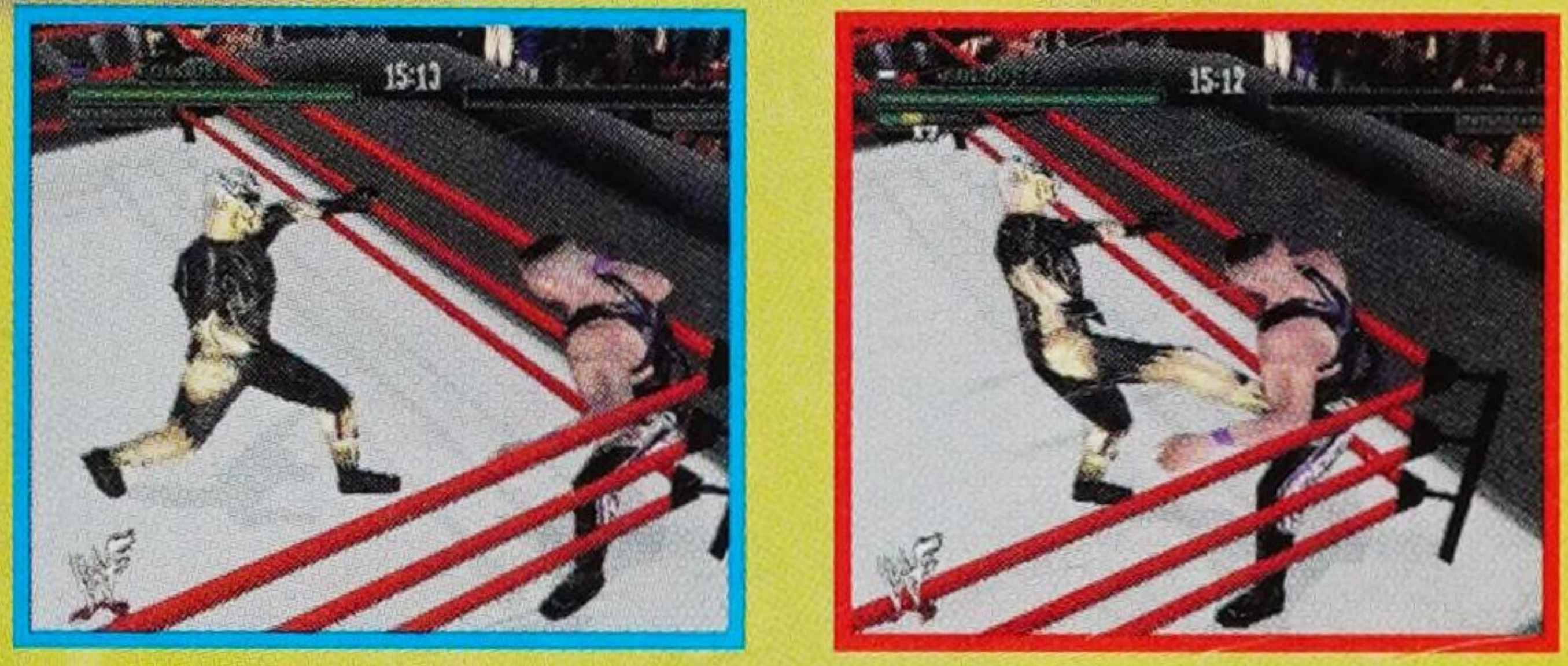
FINISHER

SHORTARM SCISSOR



A classic hold—the aggressor steps over the opponents arm, then scissors it up with his legs, applying pressure to the opponent's vulnerable hyper-extended elbow.

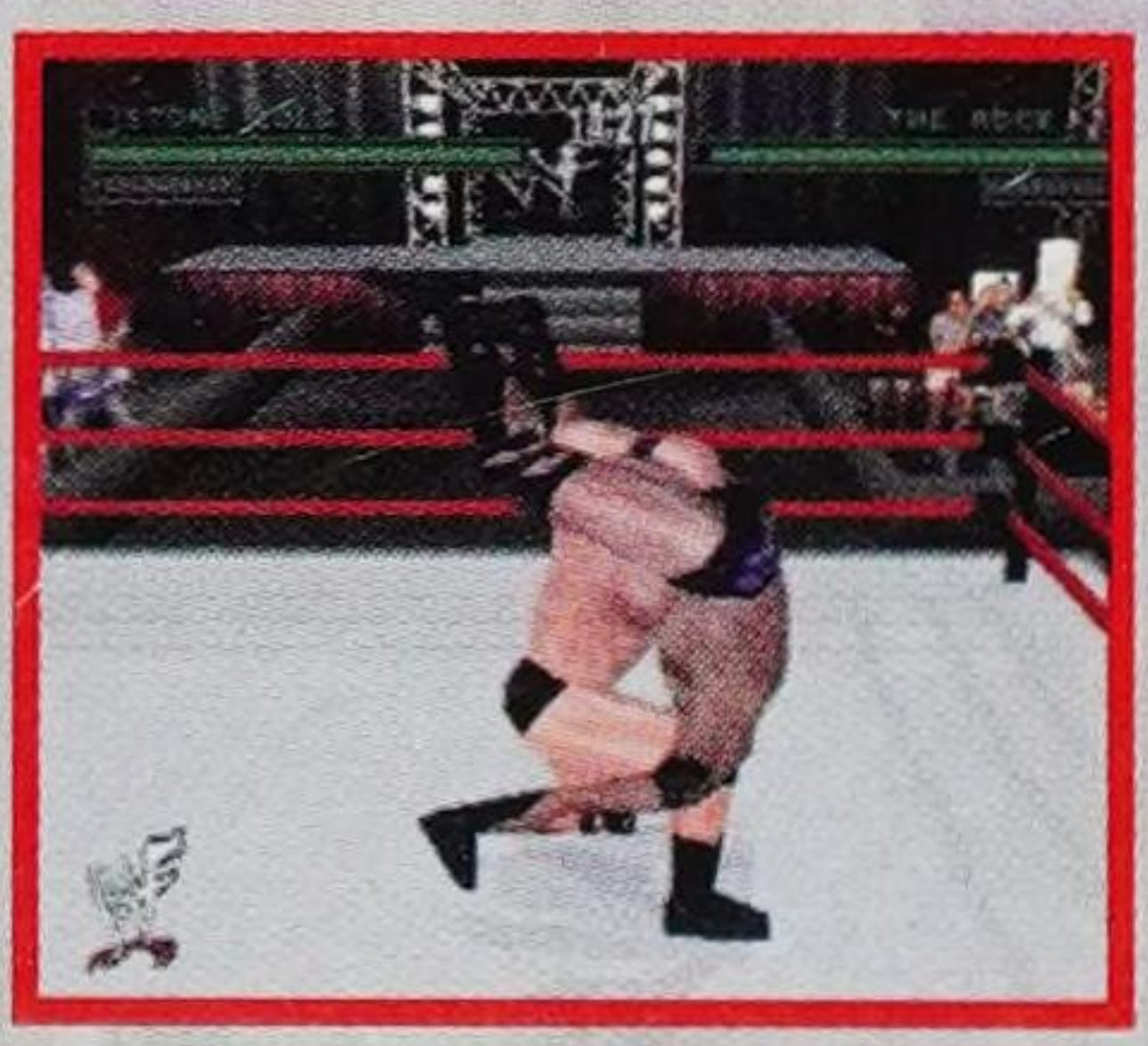
SHATTERED DREAMS



A favorite finisher of Goldust, the victim is positioned in the corner and held into place by his own legs. The superstar then gets a running start from mid-ring and hauls off with the unkindest of kicks to the opponent's crotch.

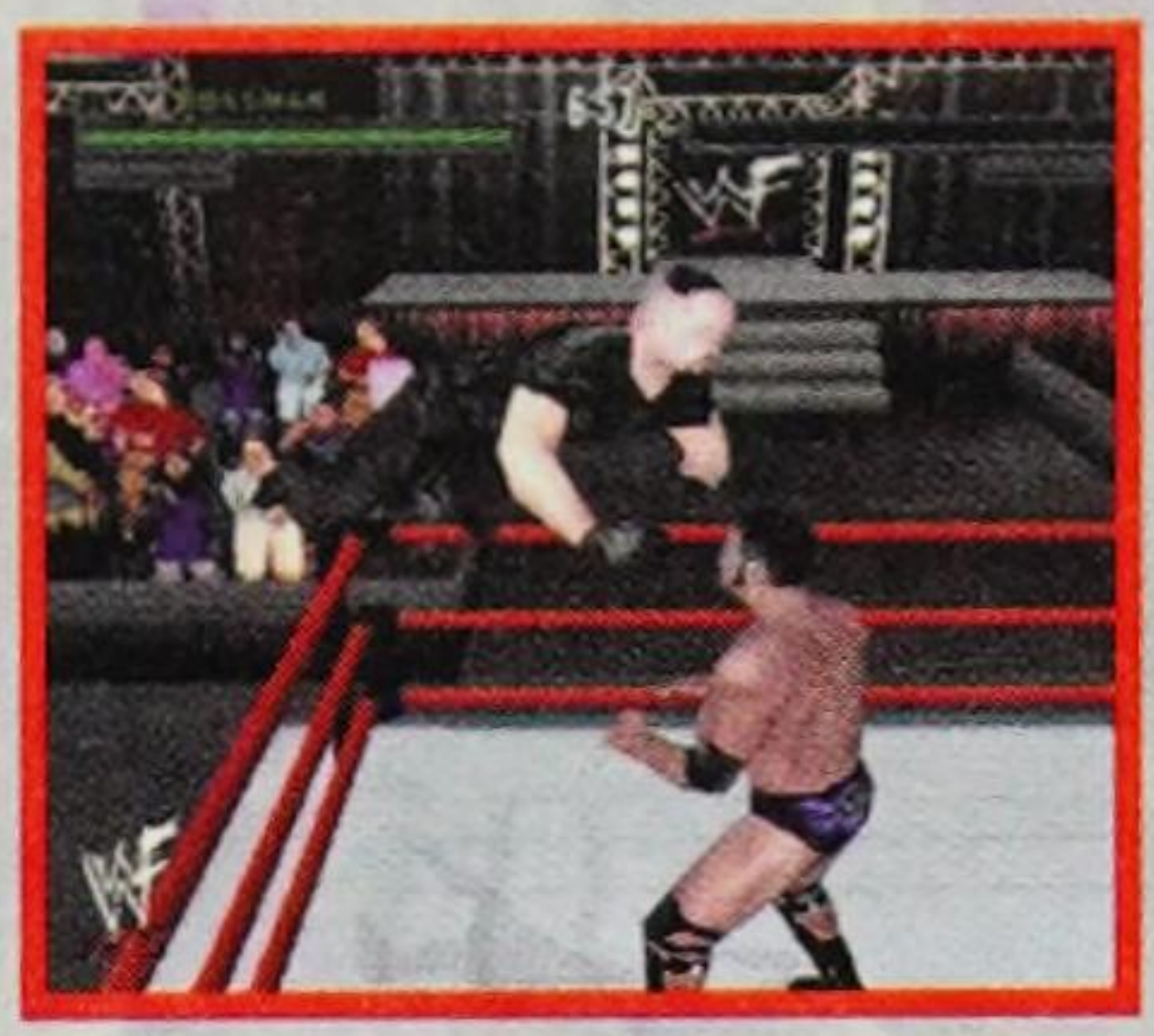
FINISHER

SHOULDERBREAKER



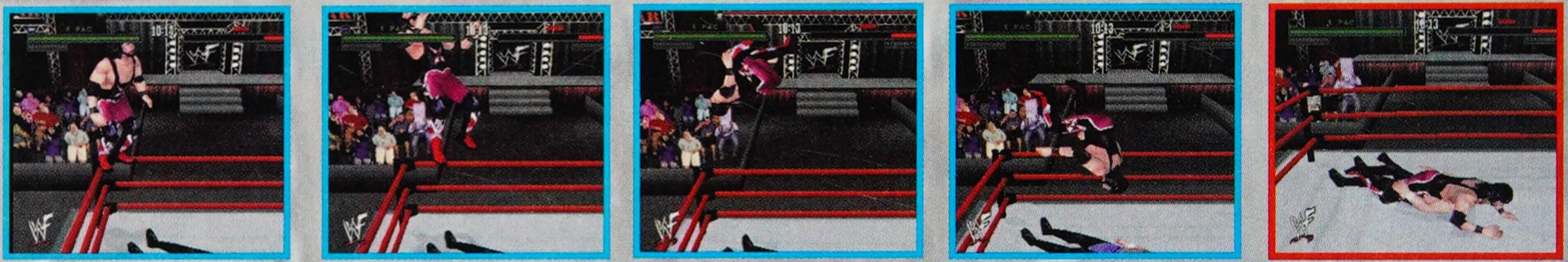
Instead of delivering a Power Slam when the attacker picks his opponent up over his shoulder, the attacker can perform the Shoulder Breaker. In this move the attacker will slam the raised opponent's shoulder onto his braced knee.

SHOULDER TACKLE



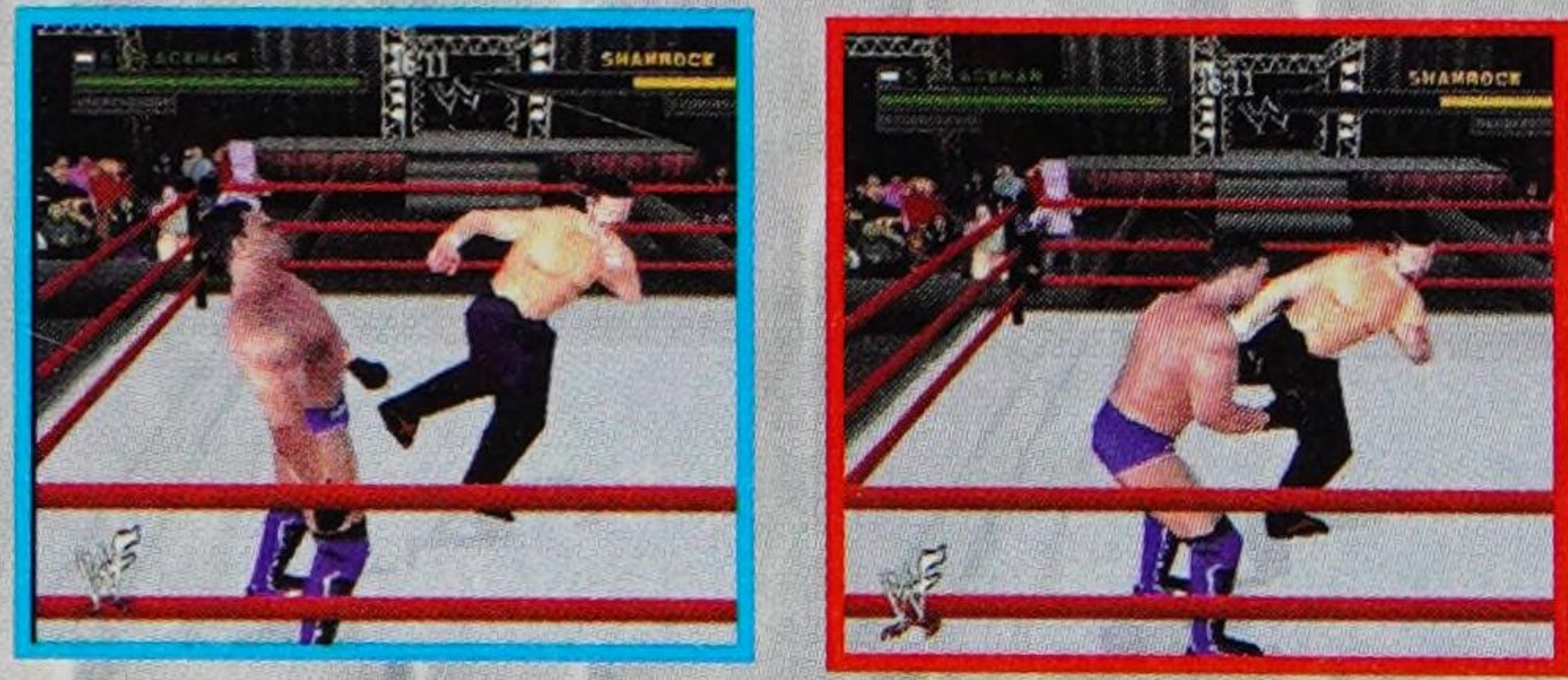
Charging an opponent, the attacker can deliver a football-style shoulder tackle to his opponent. This can be done in the middle of the ring, or against an opponent leaning against the turnbuckle.

SHOOTING STAR PRESS



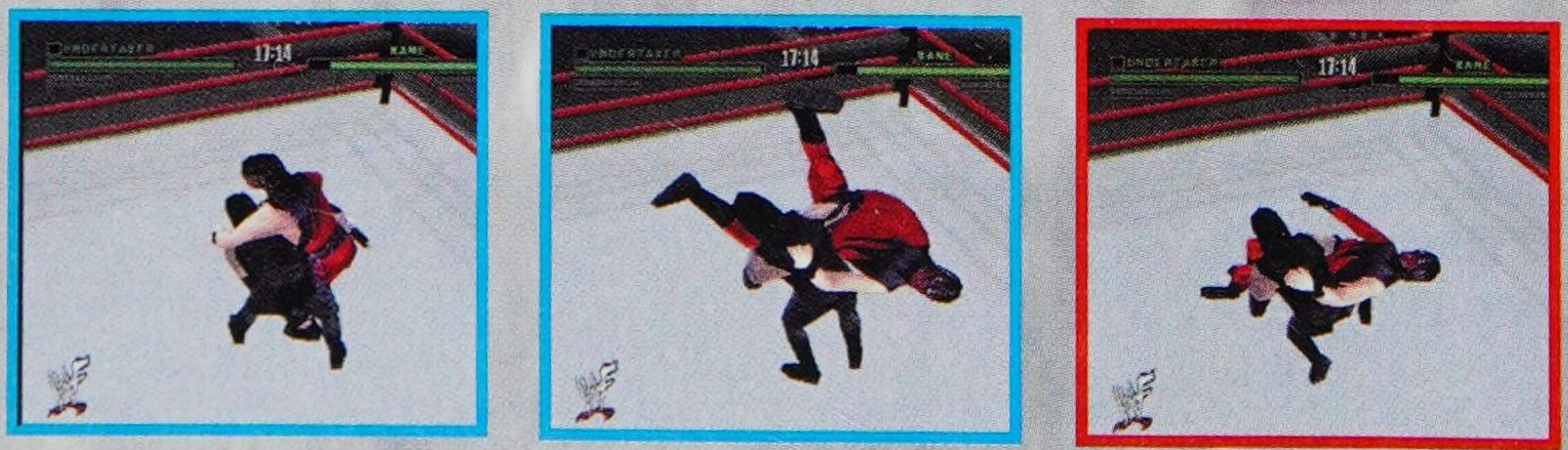
This move starts off with the opponent on the canvas and the attacking superstar on the top turnbuckle with his back to him. Then, the superstar leaps off with a somersault—at one point falling headfirst to the ring. At the last minute, he twists his upper body upward in order to land in a splash position on the enemy.

SHUFFLE SIDE KICK



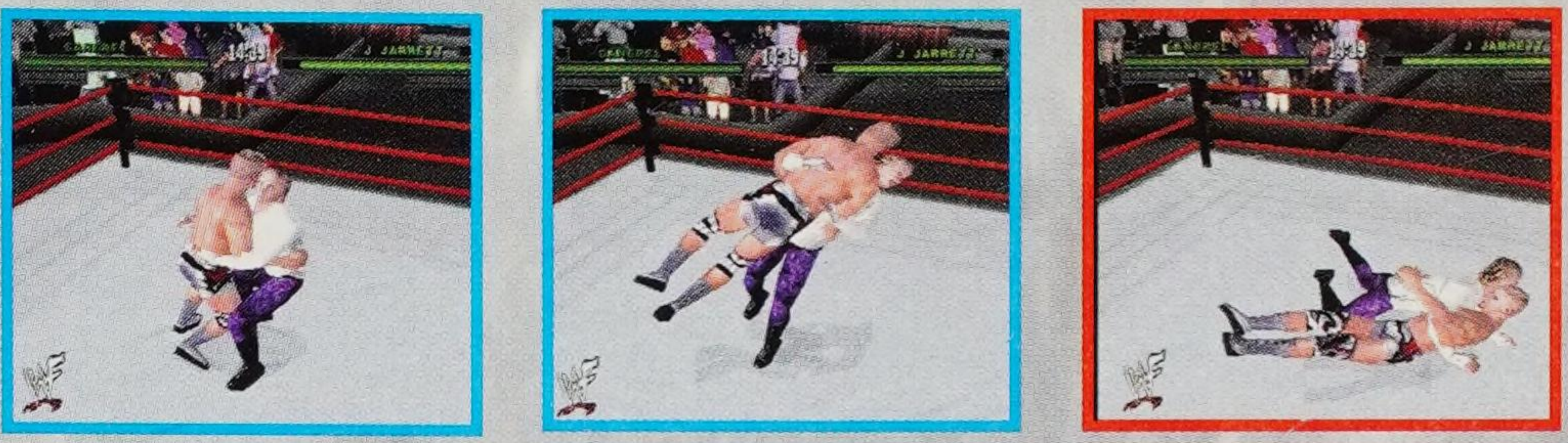
A karate-style side kick to an opponent's midsection.

SIDE BACKBREAKER



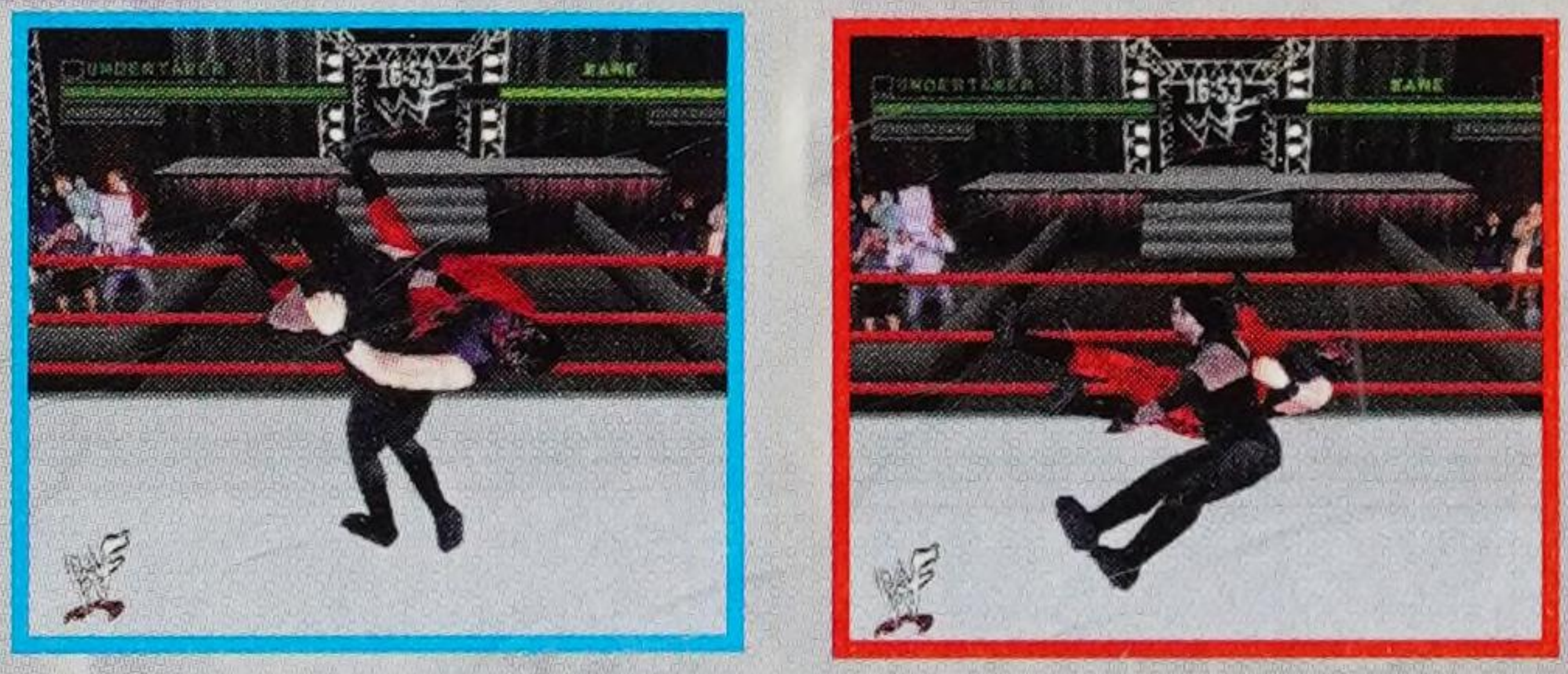
Grabbing his opponent by the waist and hoisting him into the air, the attacker pivots and brings the victim face-up. Then the victim is dropped sideways onto the attacker's braced knee, crushing their ribs.

SIDE BELLY TO BELLY SUPLEX



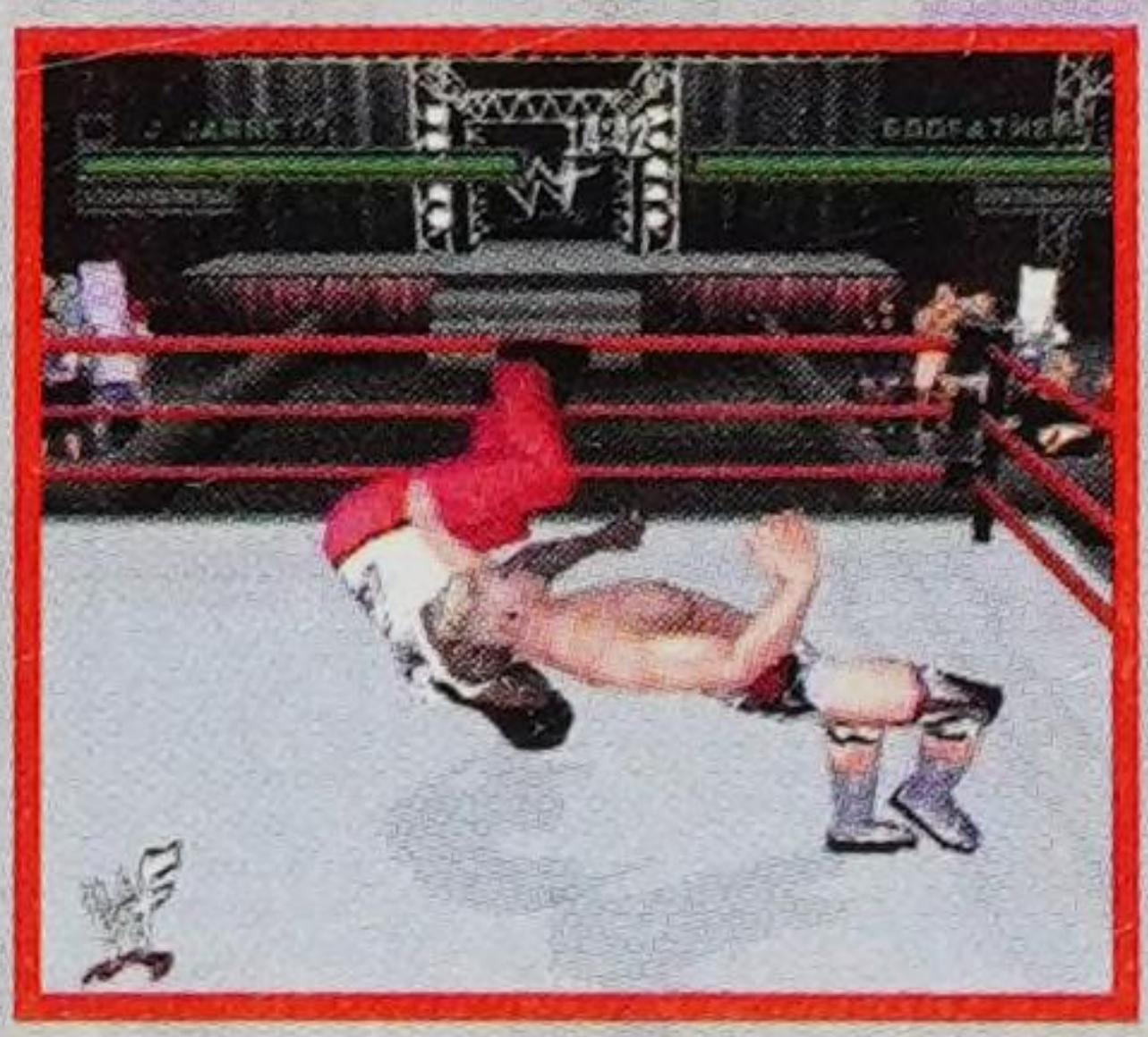
Side-by-side with the enemy, the attacking superstar locks his arms around the victim's mid-section and lifts them backwards. Instead of dropping them on their back, the foe takes the full force of the maneuver on their side.

SIDE SLAM



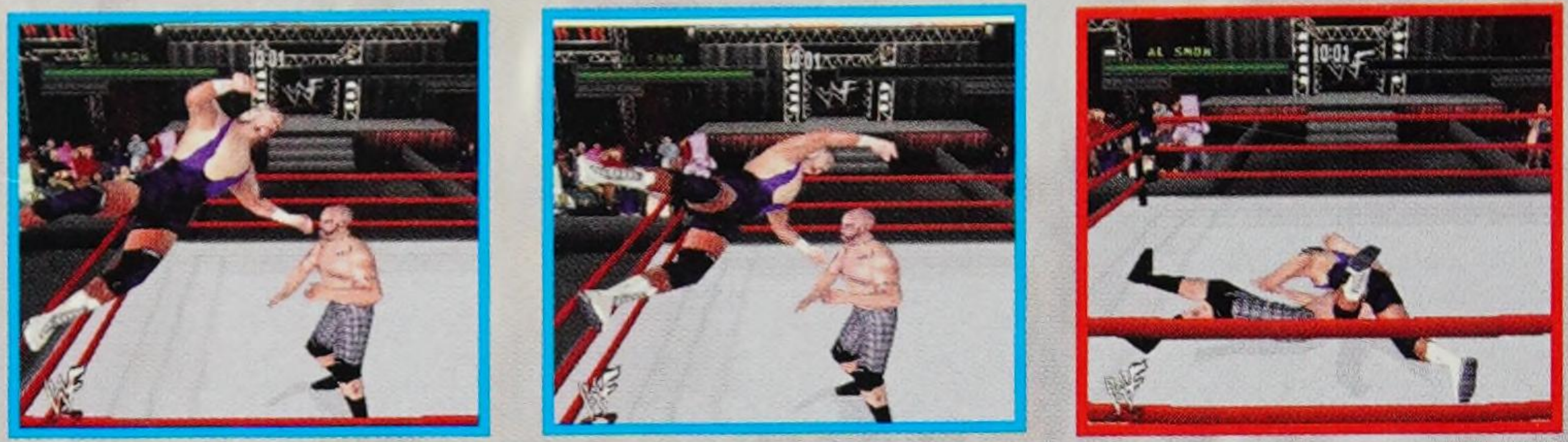
Instead of performing a Side Back Breaker, the attacker drops the victim straight down onto the mat back first.

SINGLE ARM DDT



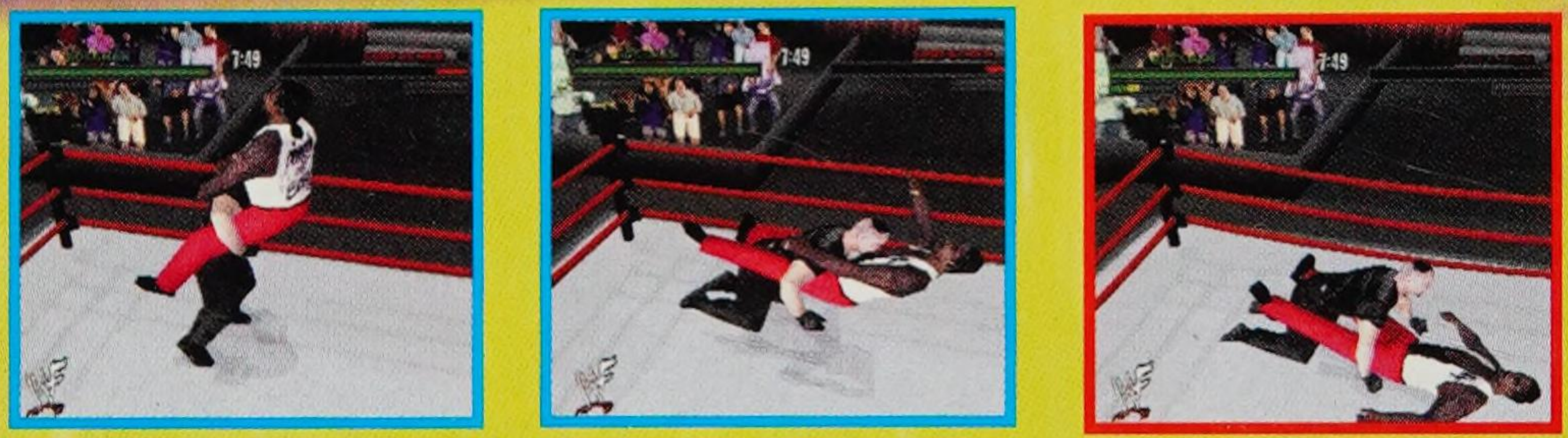
With the victim bent forward, the attacking superstar places one of the opponent's arms behind his head, hooks the other and drives the foe down to the canvas on his head.

SKY TWISTER PRESS



Off the turnbuckle onto a standing opponent, the attacking superstar hops up onto the turnbuckle, then jumps backward, twisting in mid-air to cross-body-block his opponent.

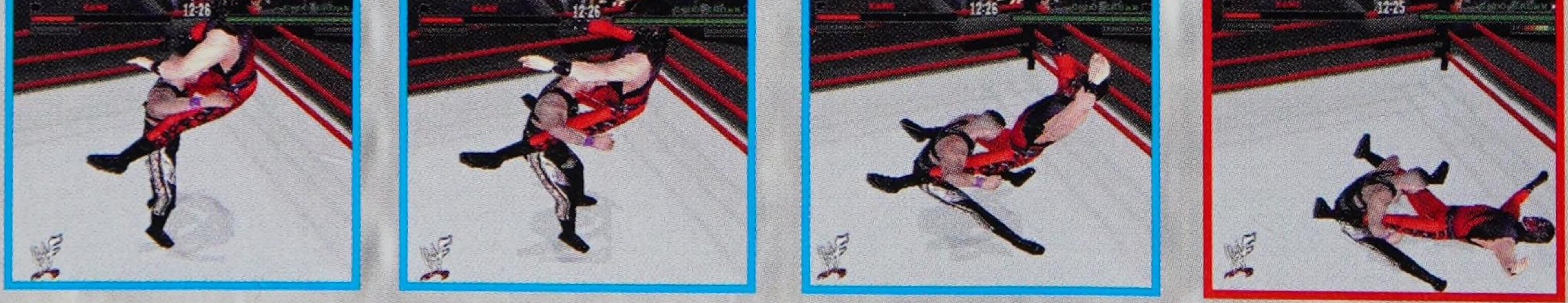
SIDEWALK SLAM



The Big Bossman's finisher! This move involves whipping the enemy into the ropes and then catching them in a Bear Hug position—effectively stopping their momentum. Grabbing the foe around his knees, the superstar then hoists them into the air and drives back first into the canvas.

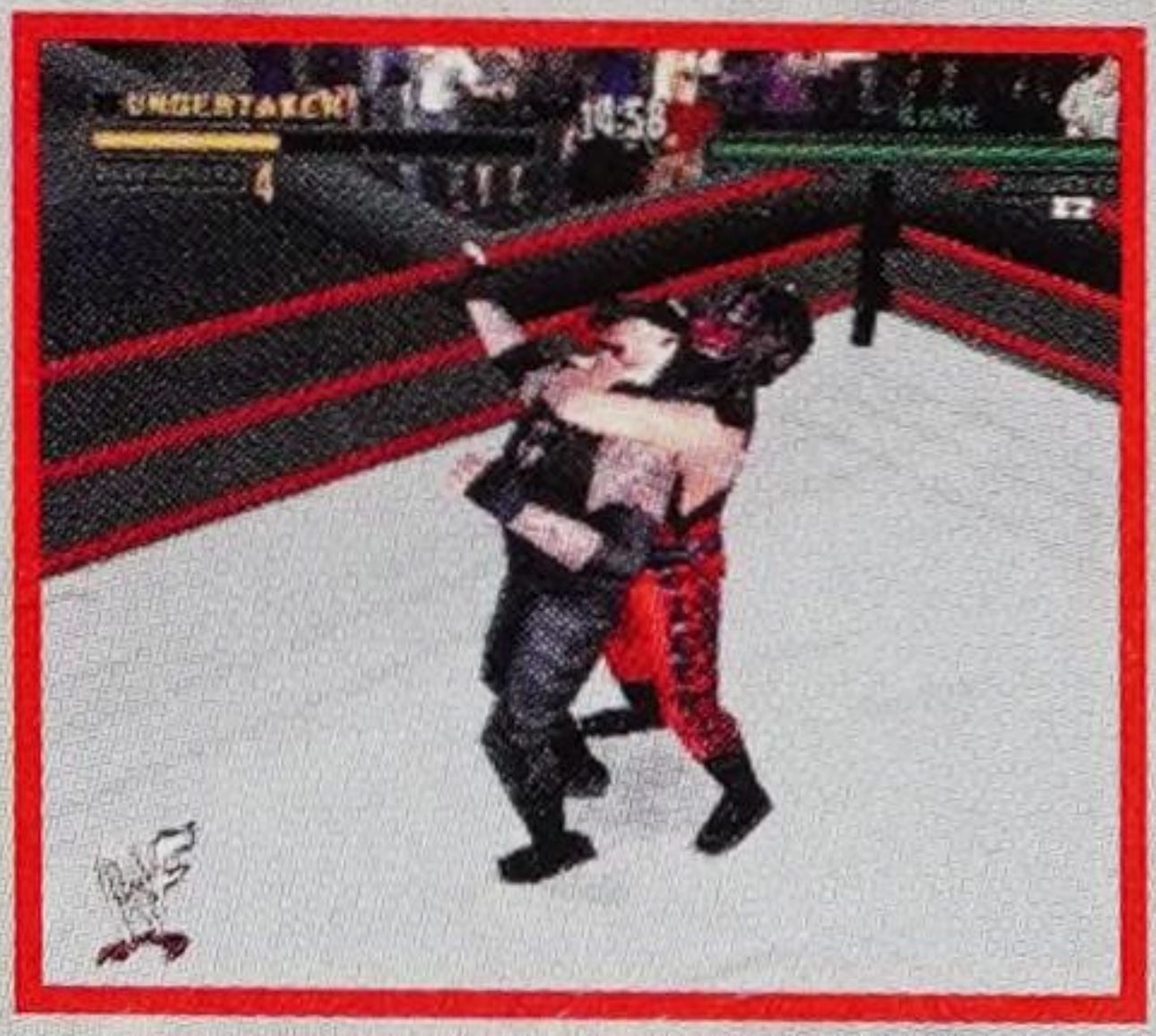
FINISHER

SKY HIGH



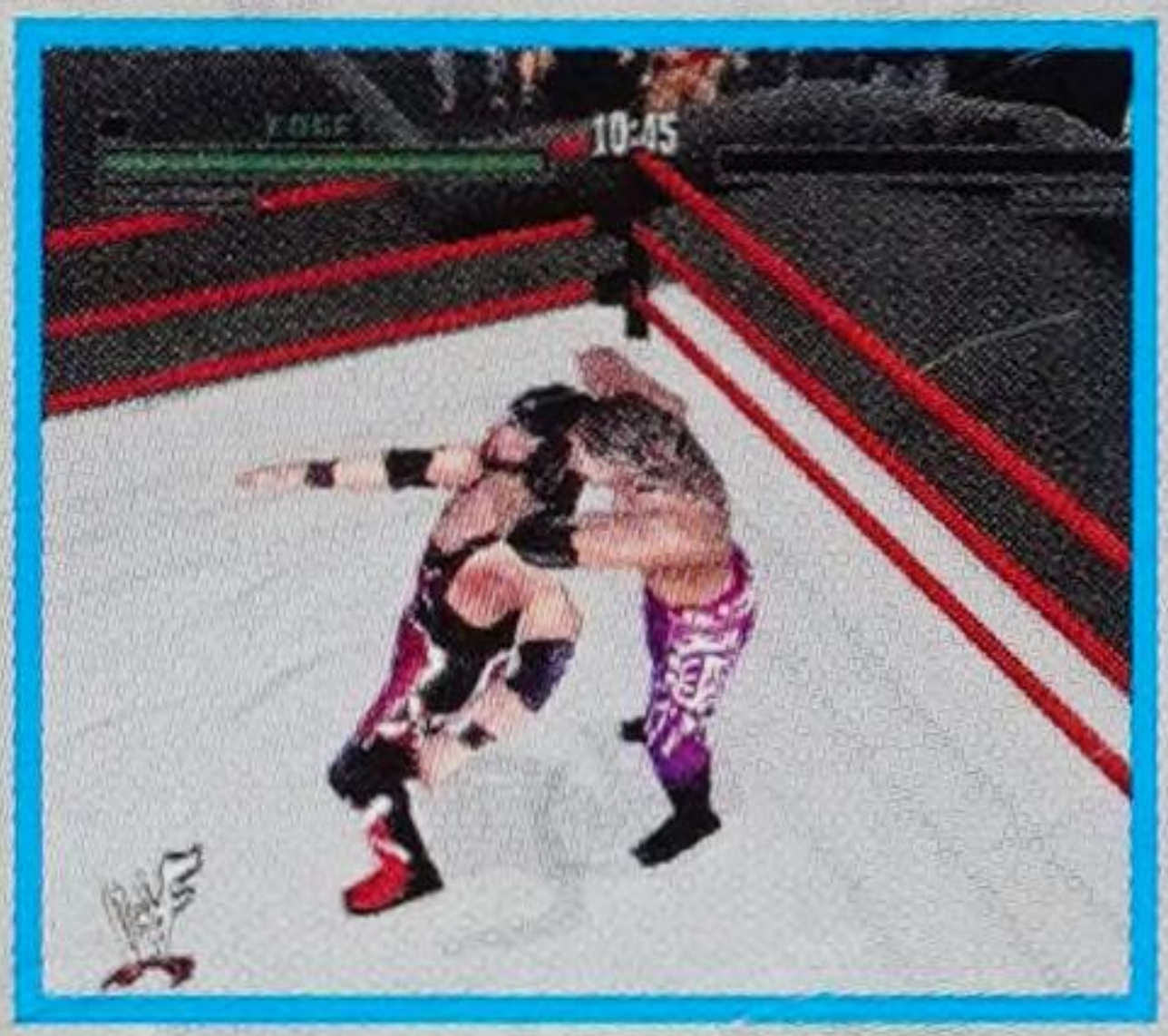
D'Lo Brown uses this variation of the Powerbomb to perfection! With the opponent's head locked between the his knees, the superstar hoists the enemy high up over his head and drives them in a sitting position down head first in a Powerbomb for the pin.

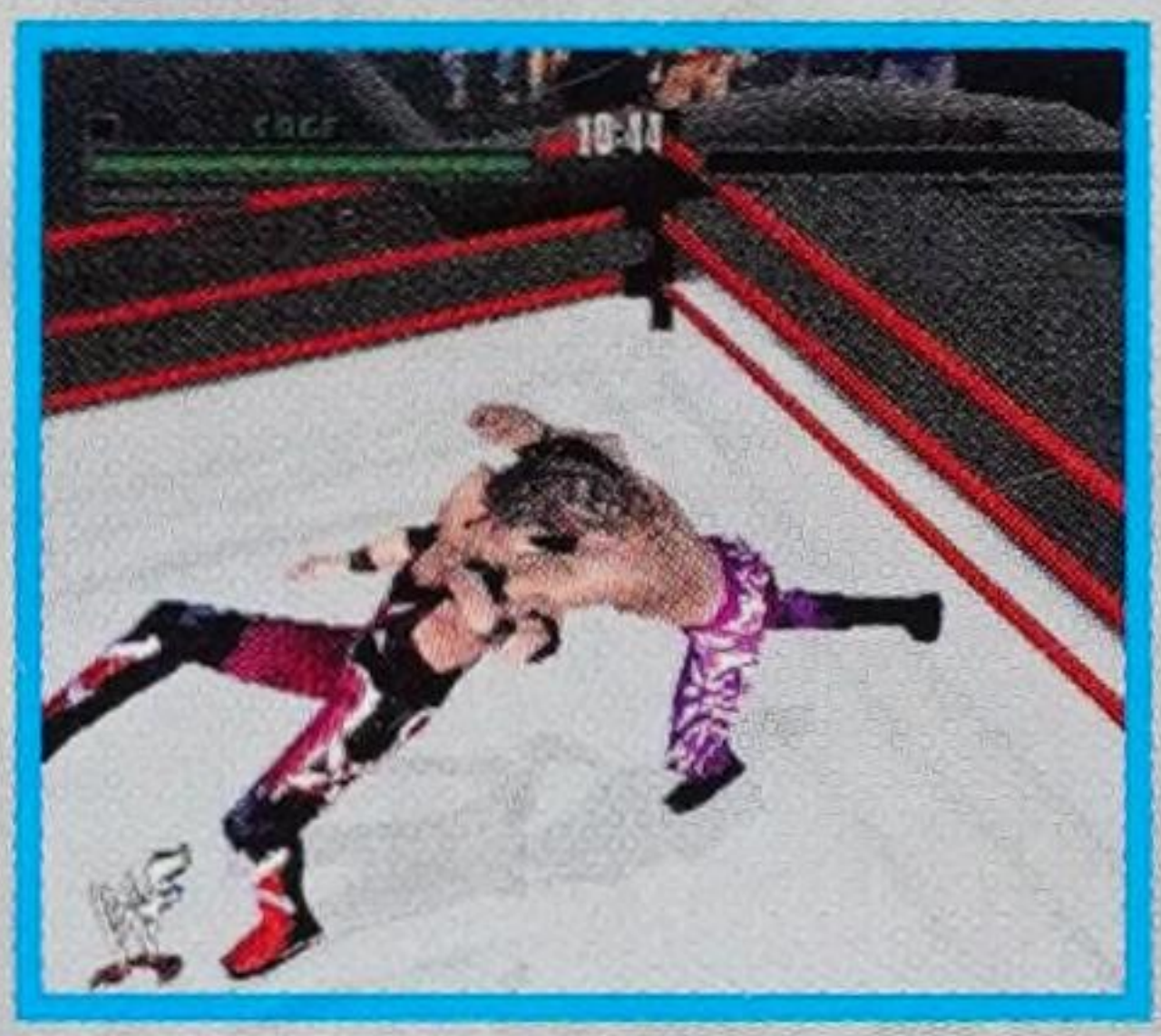
SLEEPER

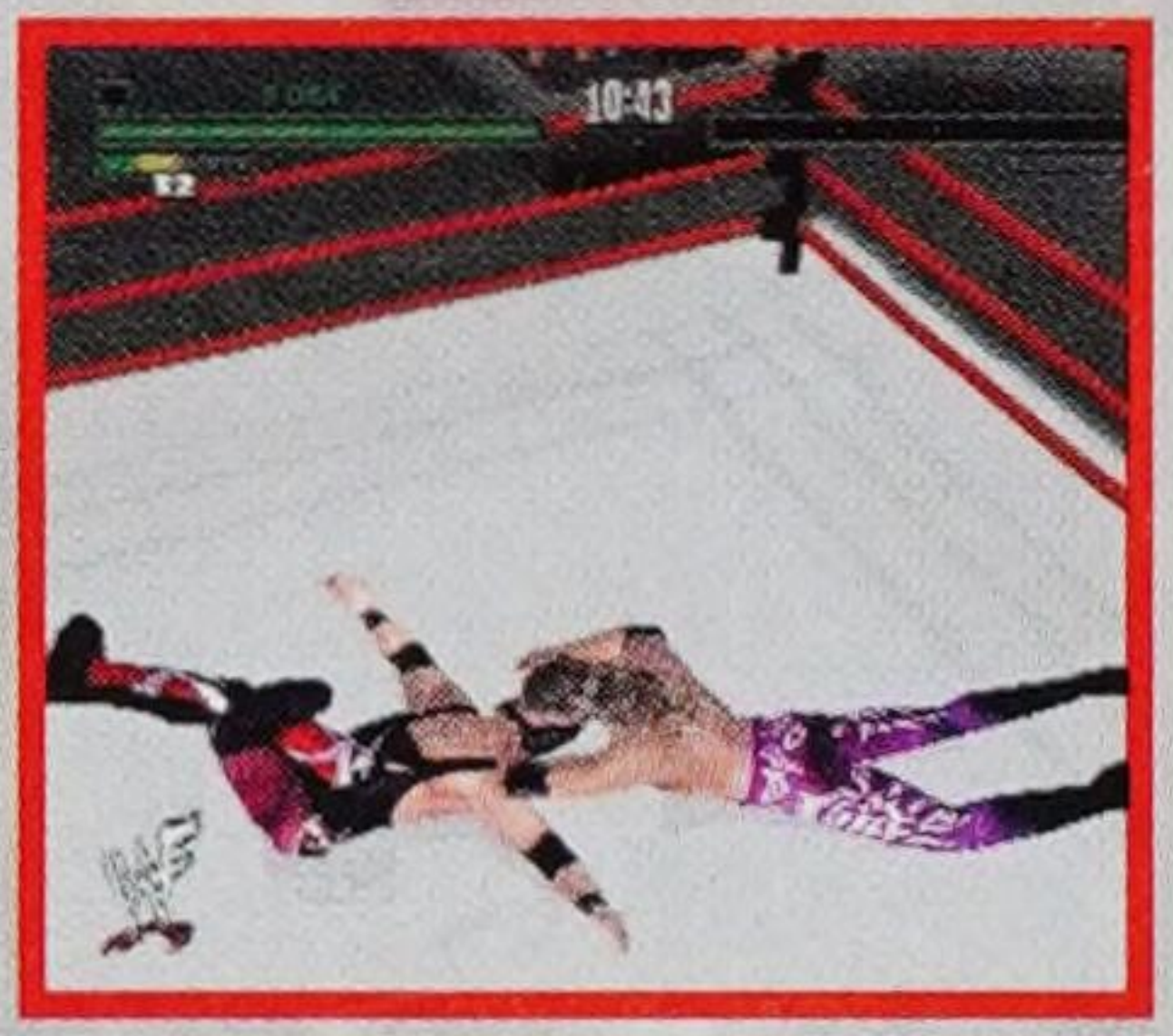


One of many submission holds, the Sleeper is performed by getting the attacker getting behind the opponent and wrapping there left arm tightly under the victim's chin. The left arm is braced by the right arm, which is placed by the opponent's right ear. This move cuts off the blood flow to the brain, eventually rendering the victim unconscious.

SLEEPING NECKBREAKER

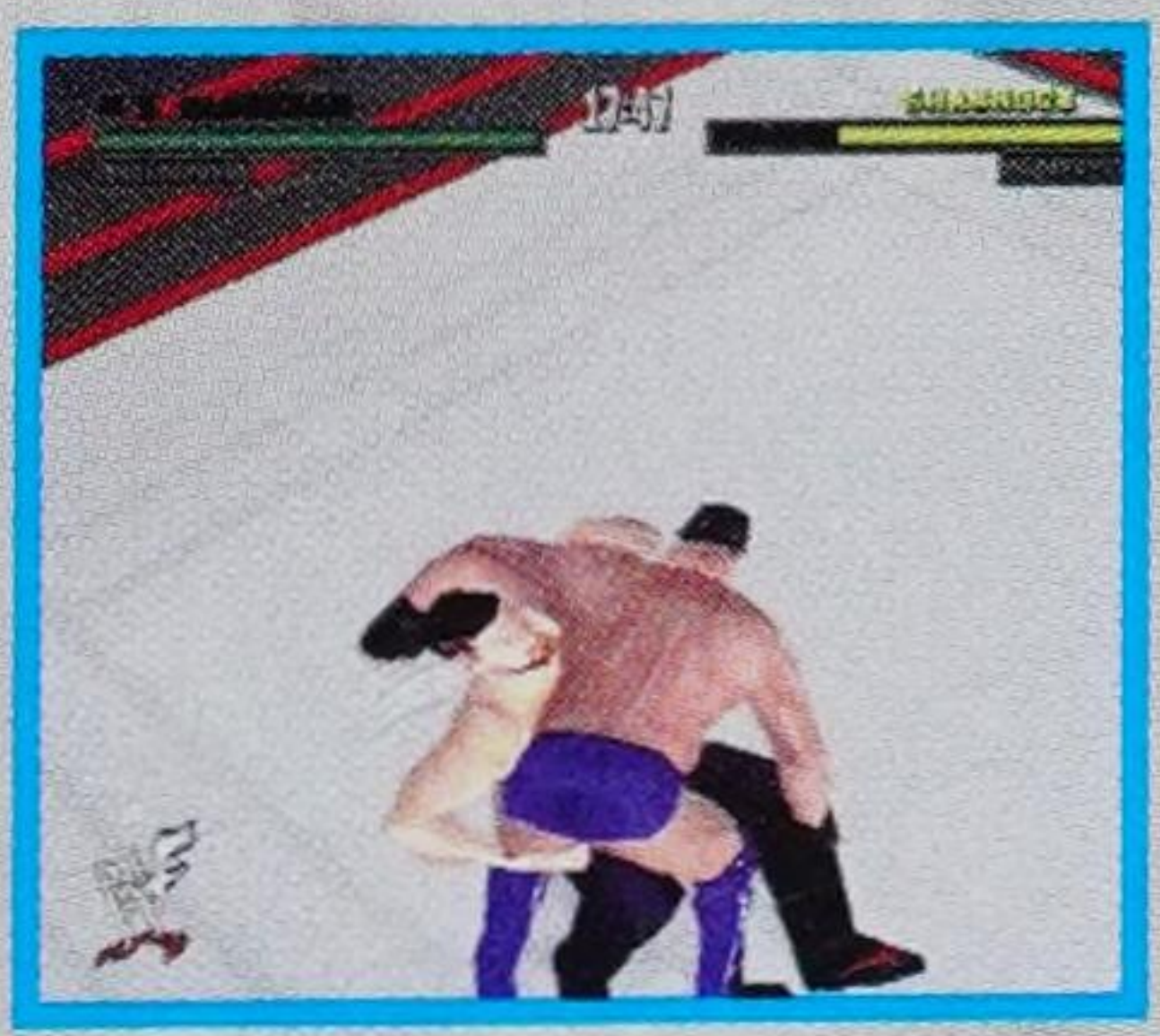


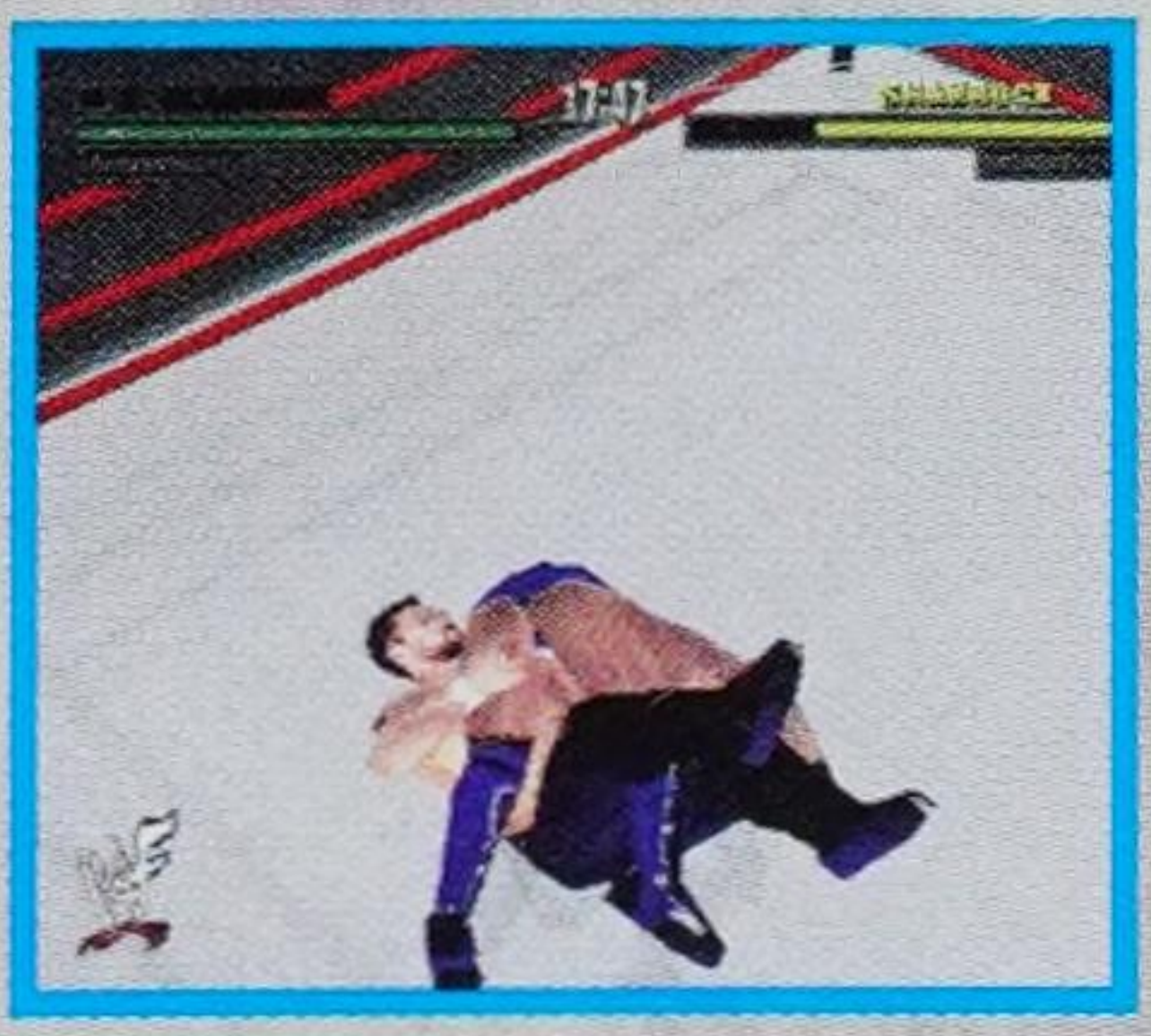


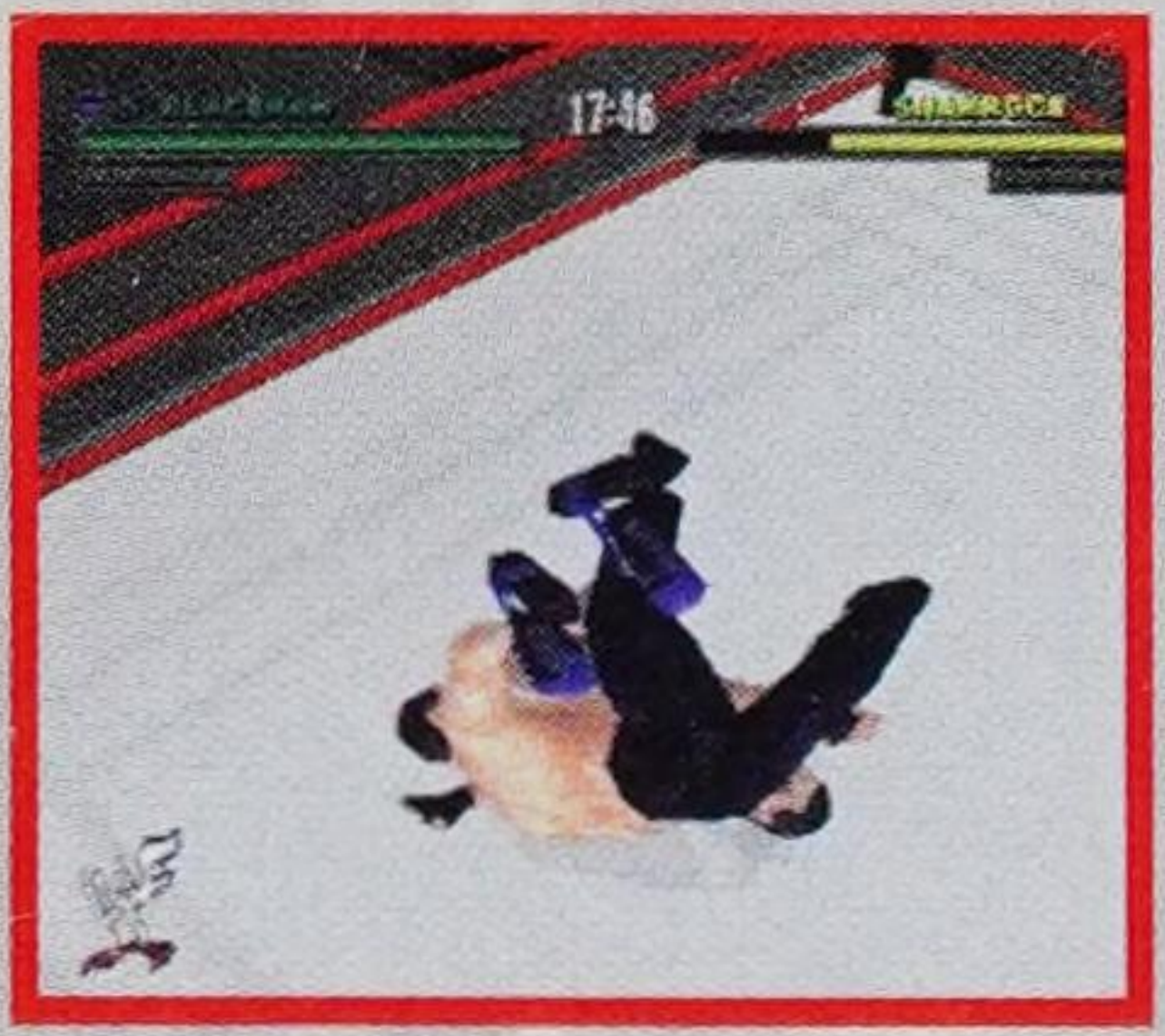


Bending the victim forward, the attacking superstar wraps his arm around the opponent's neck, uses the other to take hold of the foe's arm, and twists his body—nearly snapping the neck.

SMALL PACKAGE

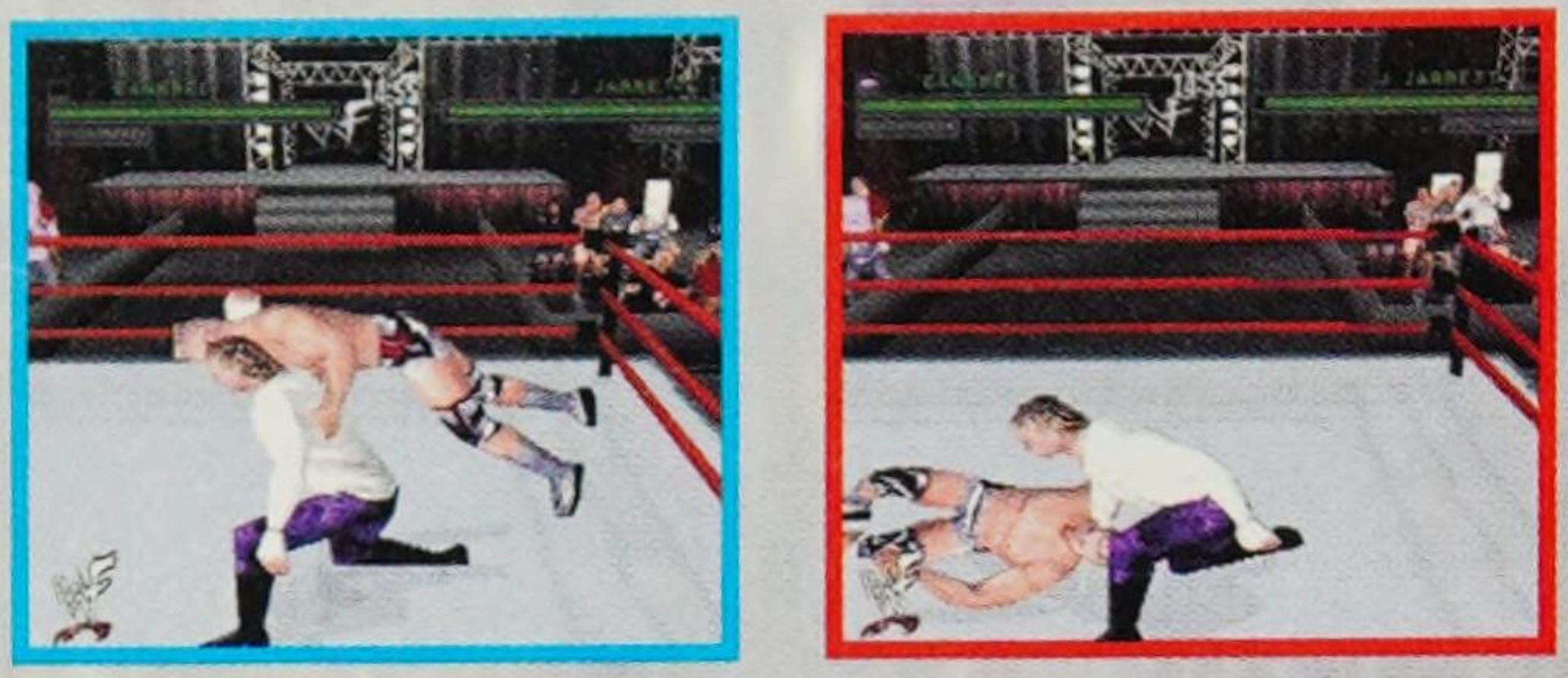






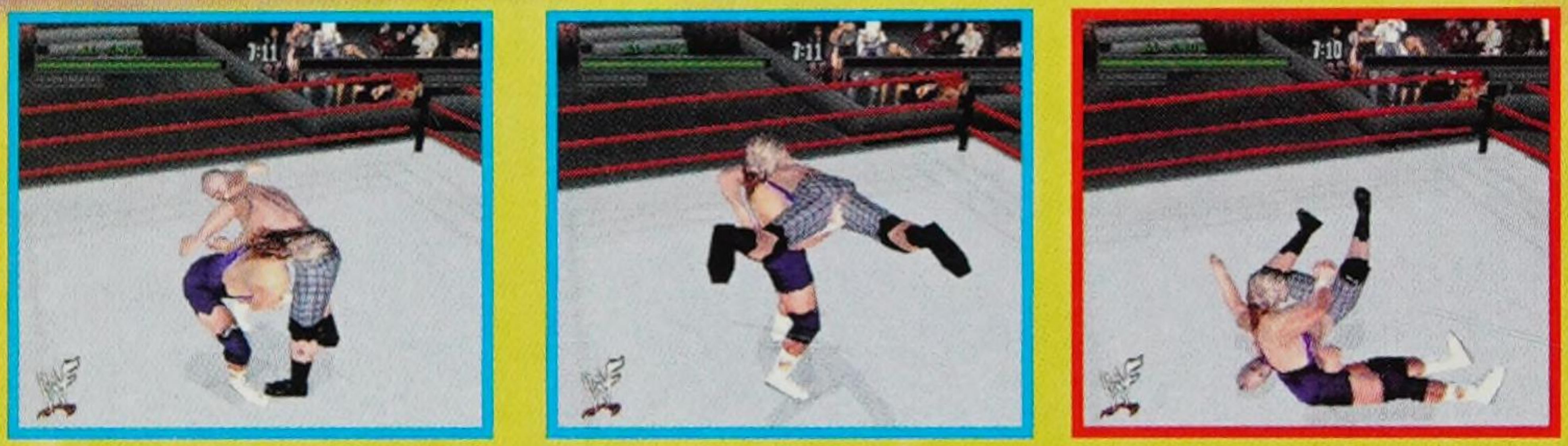
An effective pinning maneuver, the superstar on offense takes his opponent to the canvas and locks up his arms and legs. As a result, the enemy's shoulders are held in place—resembling a package--for the three-count.

SNAPMARE



The attacking superstar, standing in front of the opponent, grabs him by the neck, and flips him forward onto the mat back first.

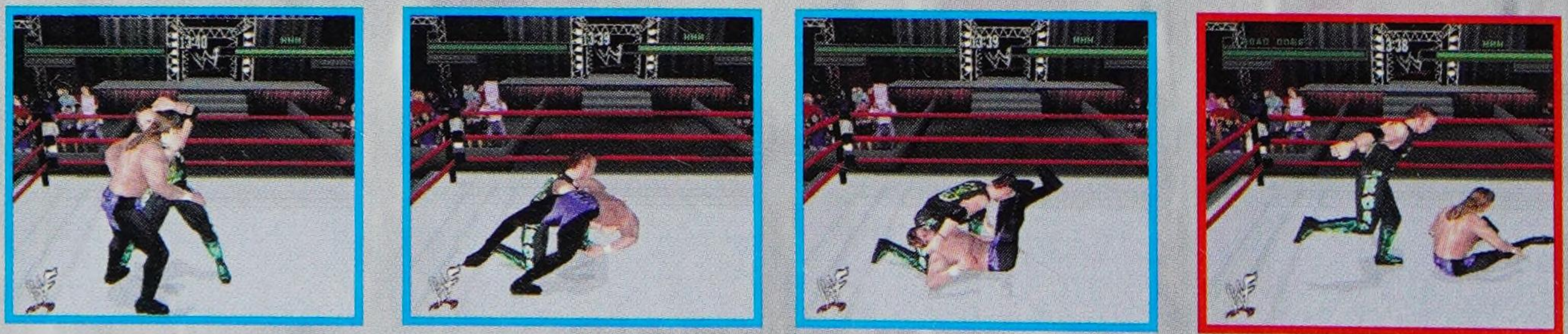
SNOWPLOW



Al Snow's finisher starts off by lifting the opponent in a body slam position. However, instead of releasing the foe Al drops down in a seated position—driving the victim's head down vertically to the canvas and effectively knocking them cold!

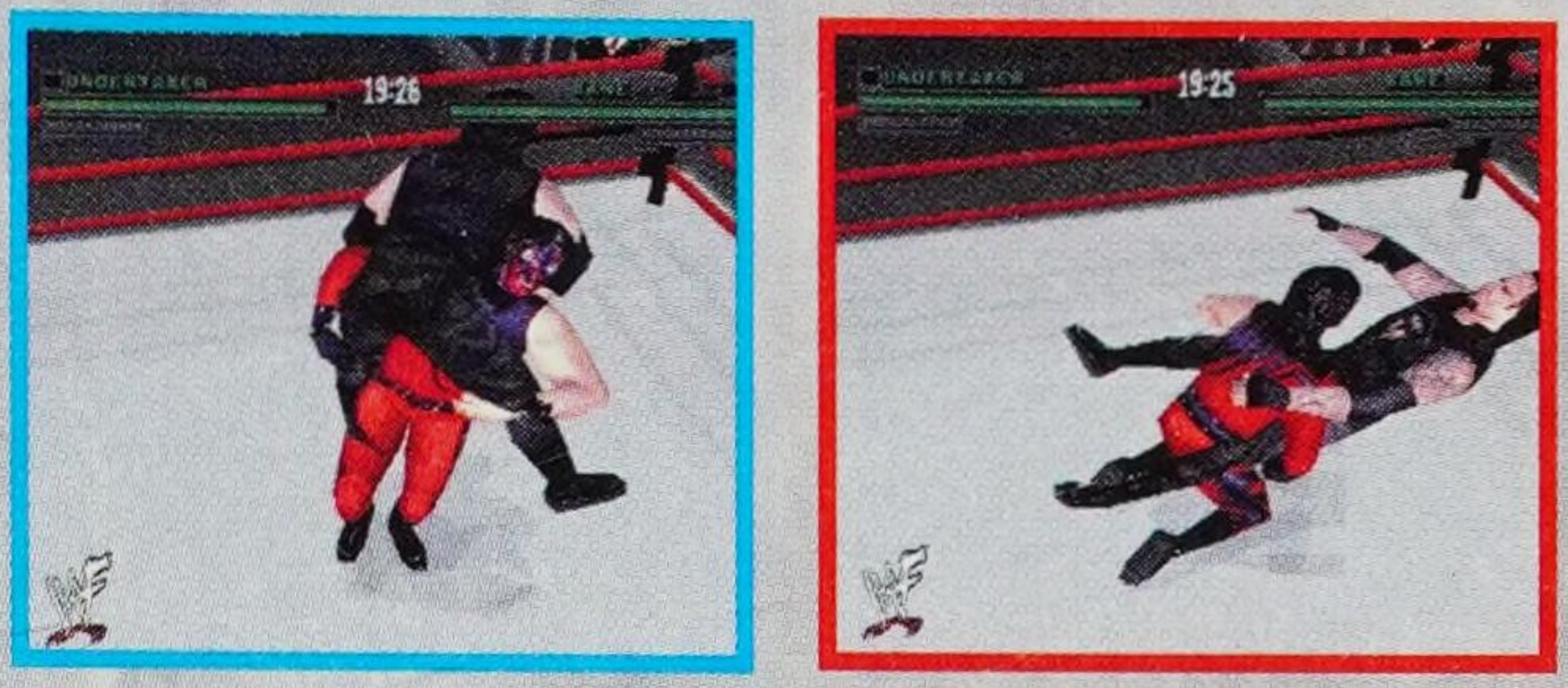
FINISHER

SPINAL TAP



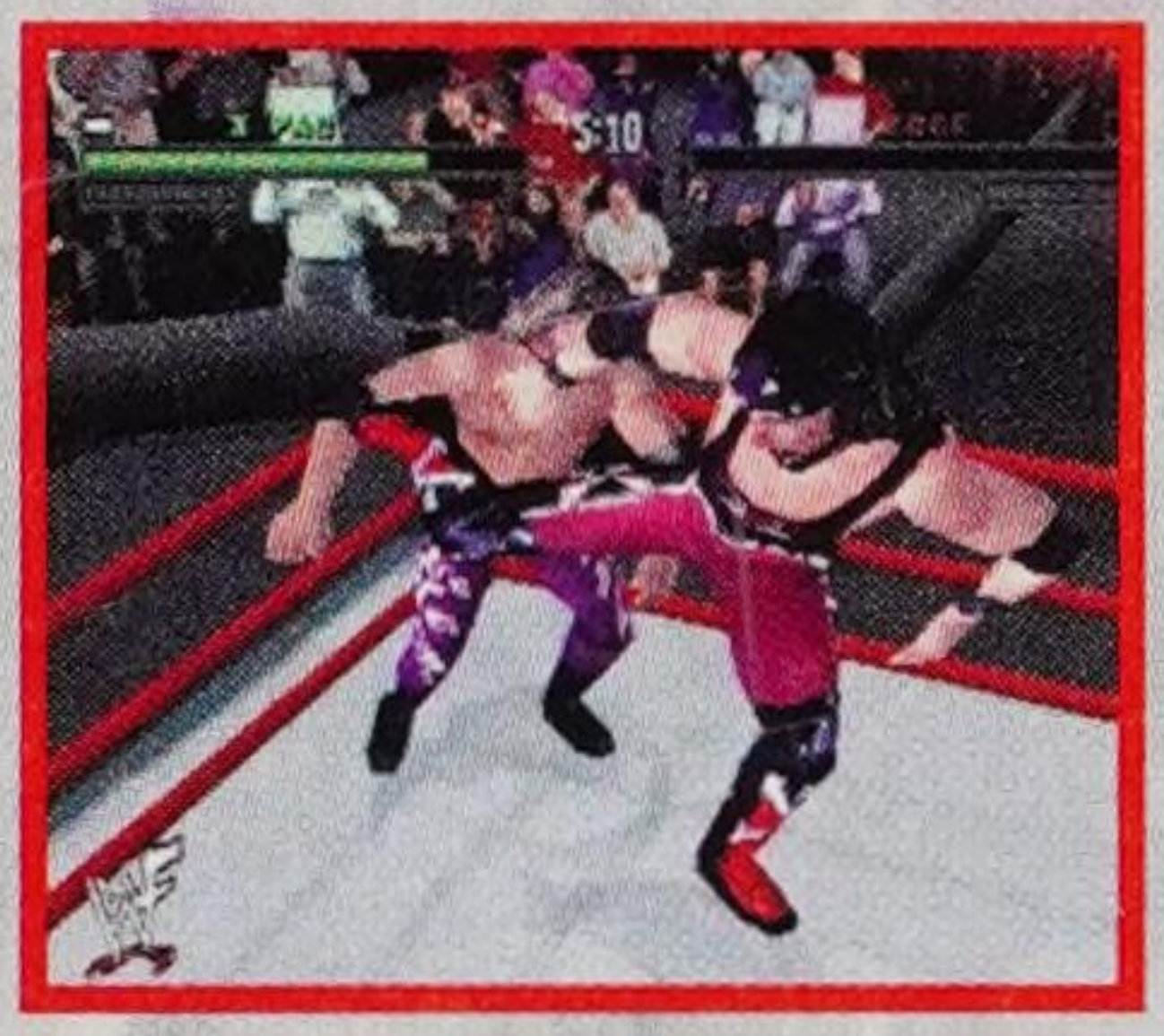
A favorite of Road Dogg's! After performing a Snapmare, Road Dogg finishes the move off with a kick to the lower back of his opponent!

SPINEBUSTER



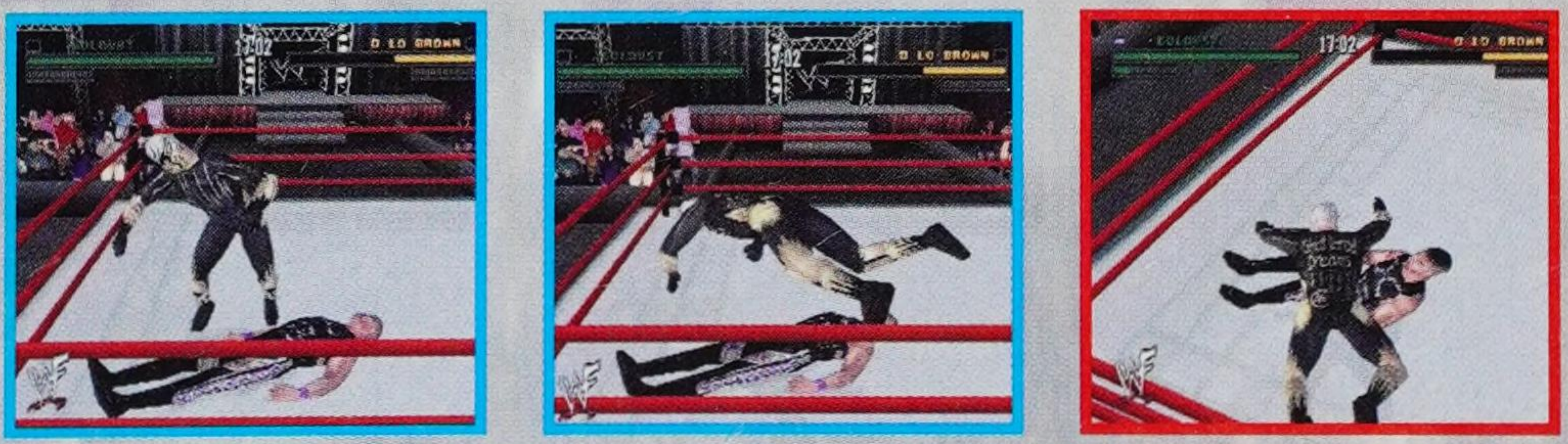
This devastating maneuver can be accomplished either in a standing position or by whipping the opponent into the ropes. Facing the victim, the superstar hoists his enemy vertically in the air by the back of his legs and then drives their back into the canvas.

SPINNING KICK COMBO



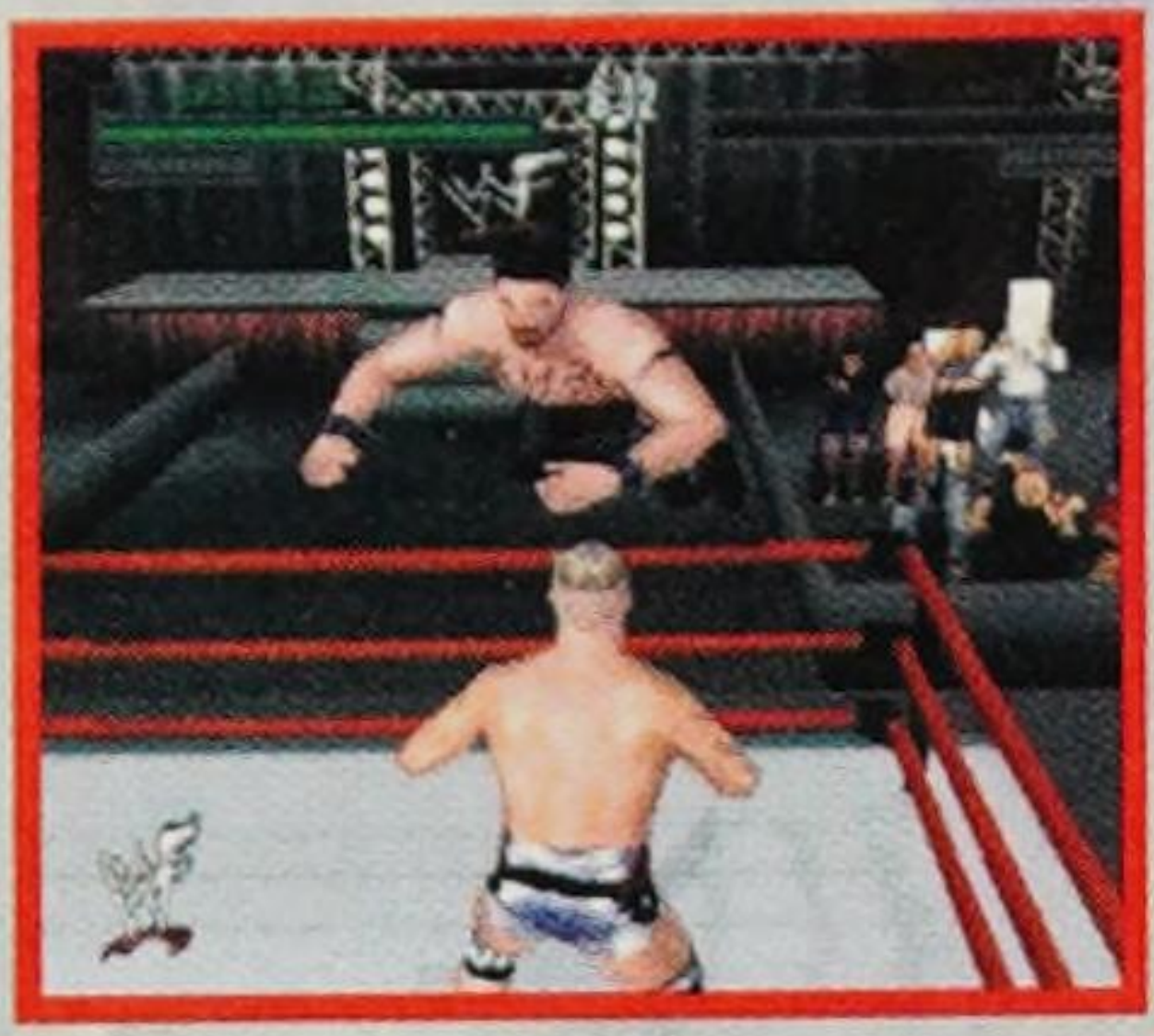
X-Pac's martial arts skills come into play as the superstar stuns his victim with two kicks before hauling off and flooring the opposition with a vicious spin kick to the head.

SPINNING SPLASH



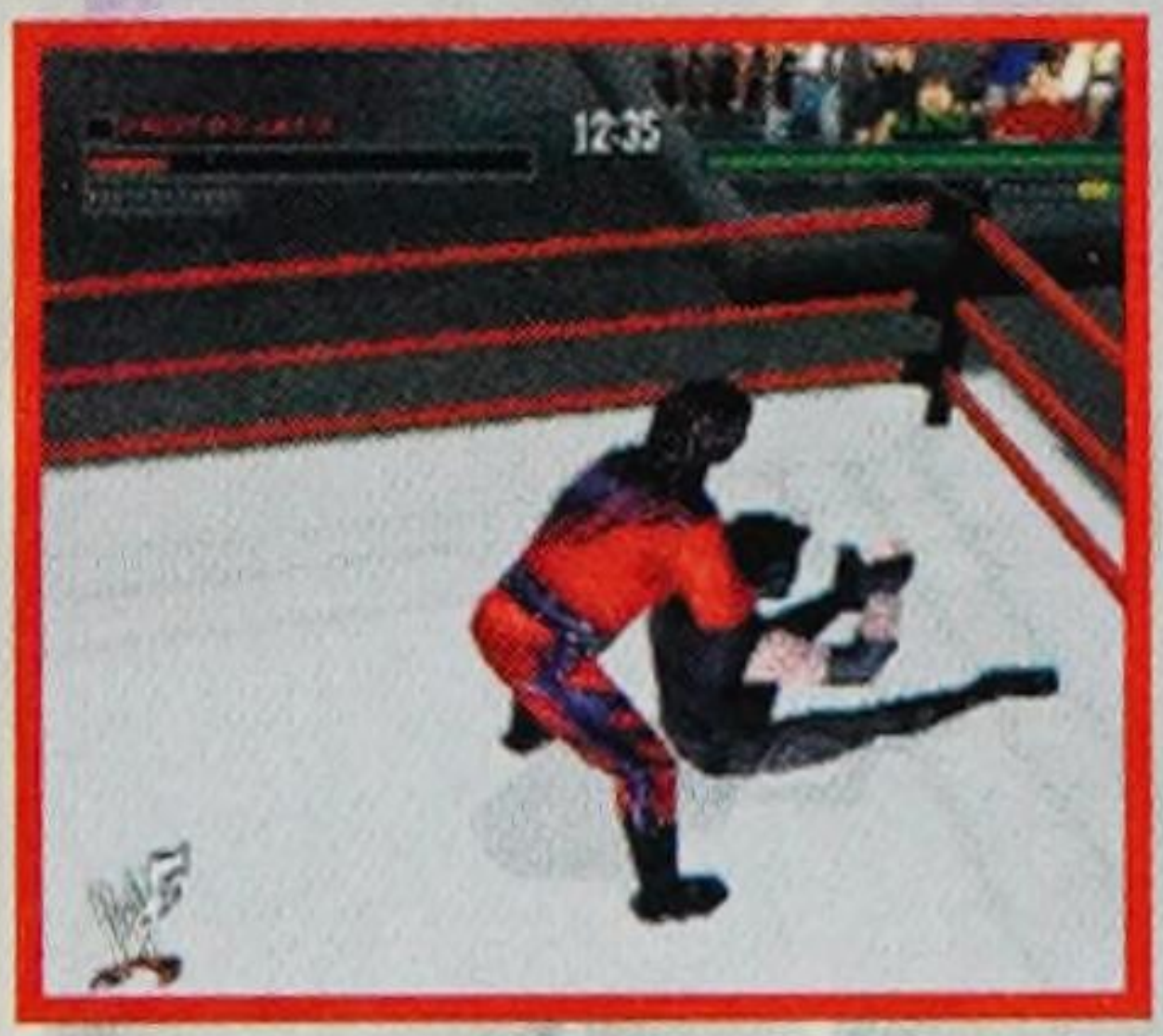
Perched on one of the turnbuckles of from a standing position, the offensive superstar then takes a leap at his victim—twisting his body in mid-air before crashing down on the opponent. As a result, the momentum of the superstar's spin results in more of an impact.

SPLASH



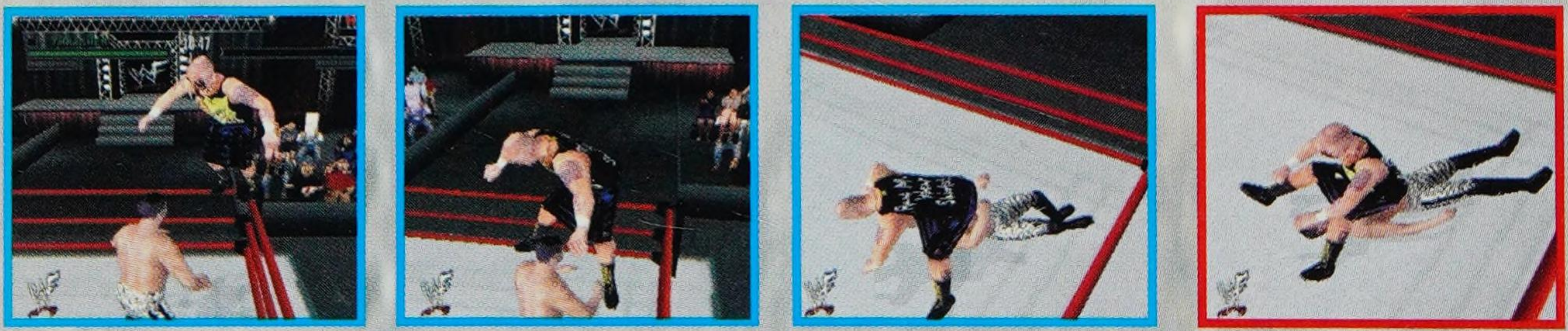
This vertical body press involves the offensive superstar climbing to the turnbuckle (or launching himself over the apron). In mid-air, the superstar then extends his body vertically and crashes down onto the opponent.

SQUEEZE HEAD



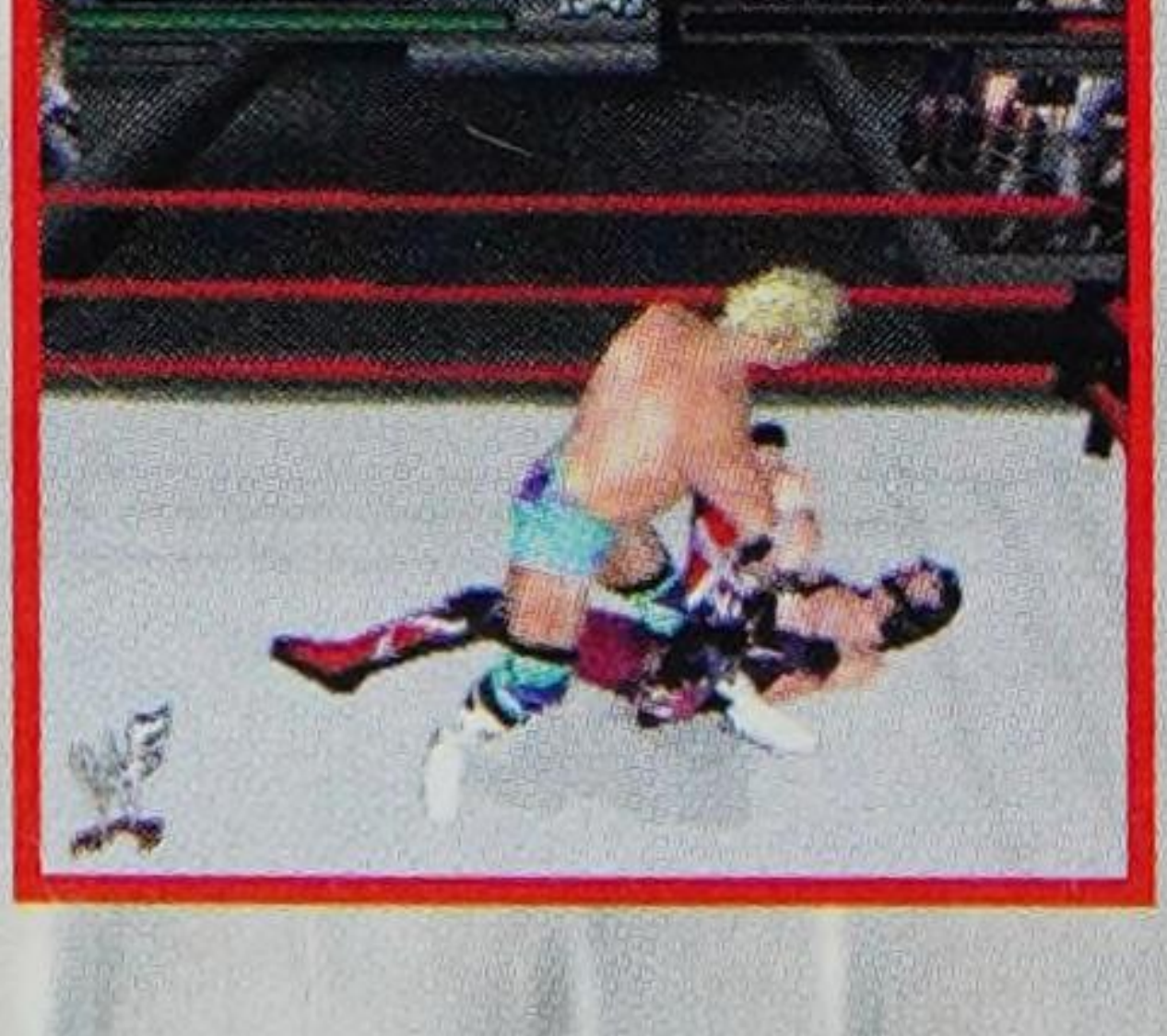
Squeeze an opponent's head. A migraine is bound to happen!

STAGE DIVE



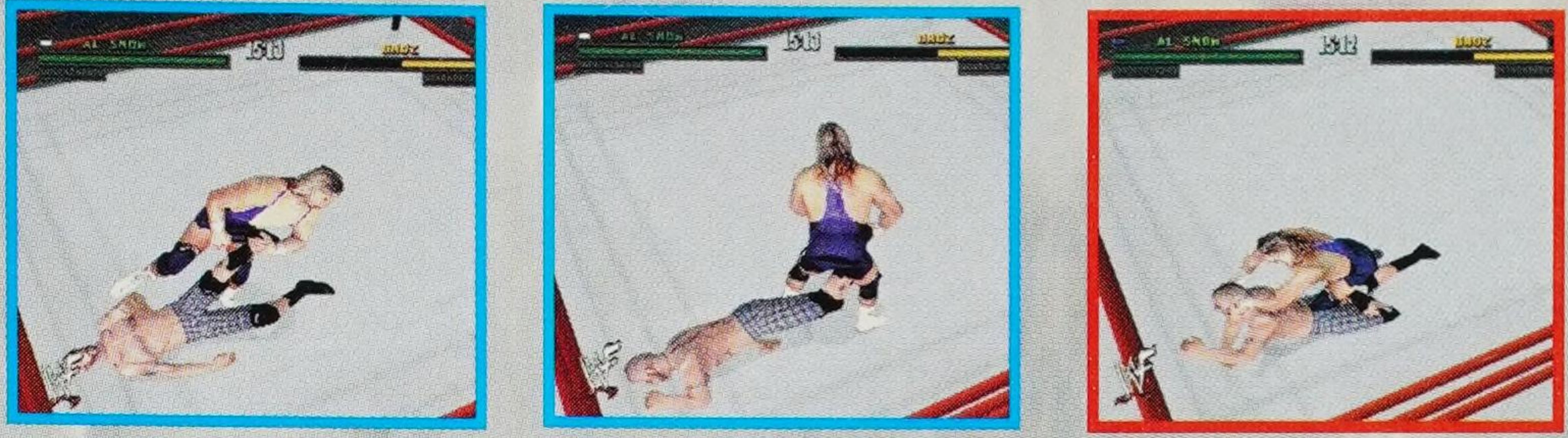
With the opponent facing him, Mosh leaps from the top turnbuckle and lands on the victim's shoulders—as if his was executing a Hurricanrana. However, the superstar rides his opponent down to the mat in a pinning position.

STEPOVER TOEHOLD



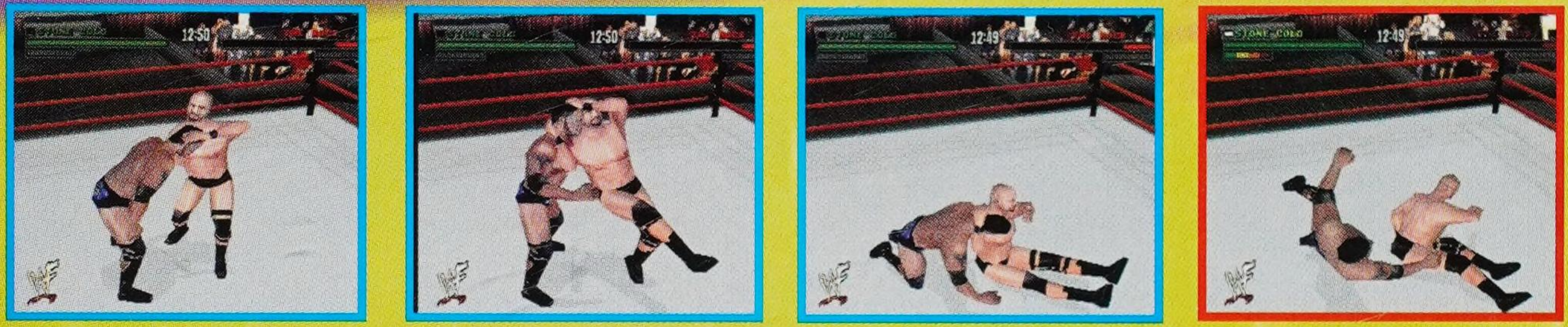
With the opponent on his back, the attacking superstar grabs one of the victim's legs and twists around to face his foe—wrenching the knee in the process.

STF



Similar to the Tequila Sunrise. With the opponent on the canvas, the attacking superstar wraps his leg around the opponent's, drops forward and pulls back on the victim's head with a chinlock.

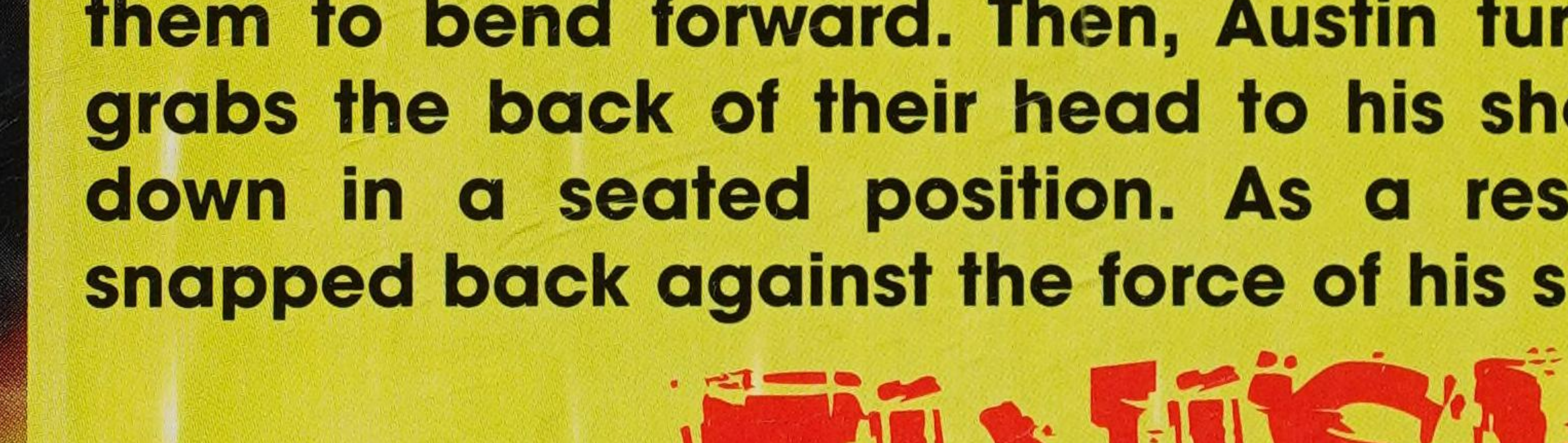
STONE COLD STUNNER



This is Stone Cold Steve Austin's finisher! Facing the opponent, the superstar delivers a kick to the midsection, stunning them and forcing them to bend forward. Then, Austin turns with his back to the foe, grabs the back of their head to his shoulder and then drives them down in a seated position. As a result, the opponent's neck is snapped back against the force of his shoulder.

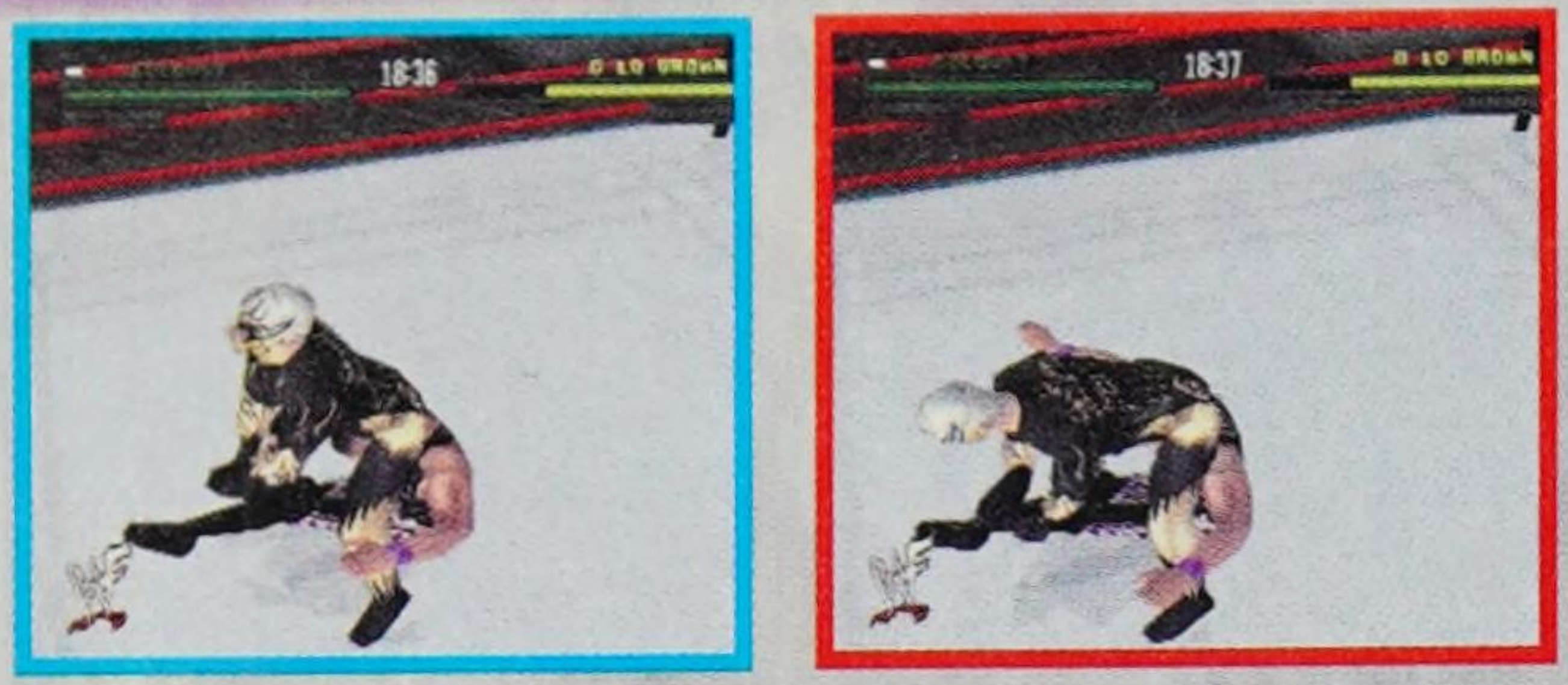
FINISHER

SUPERPLEX



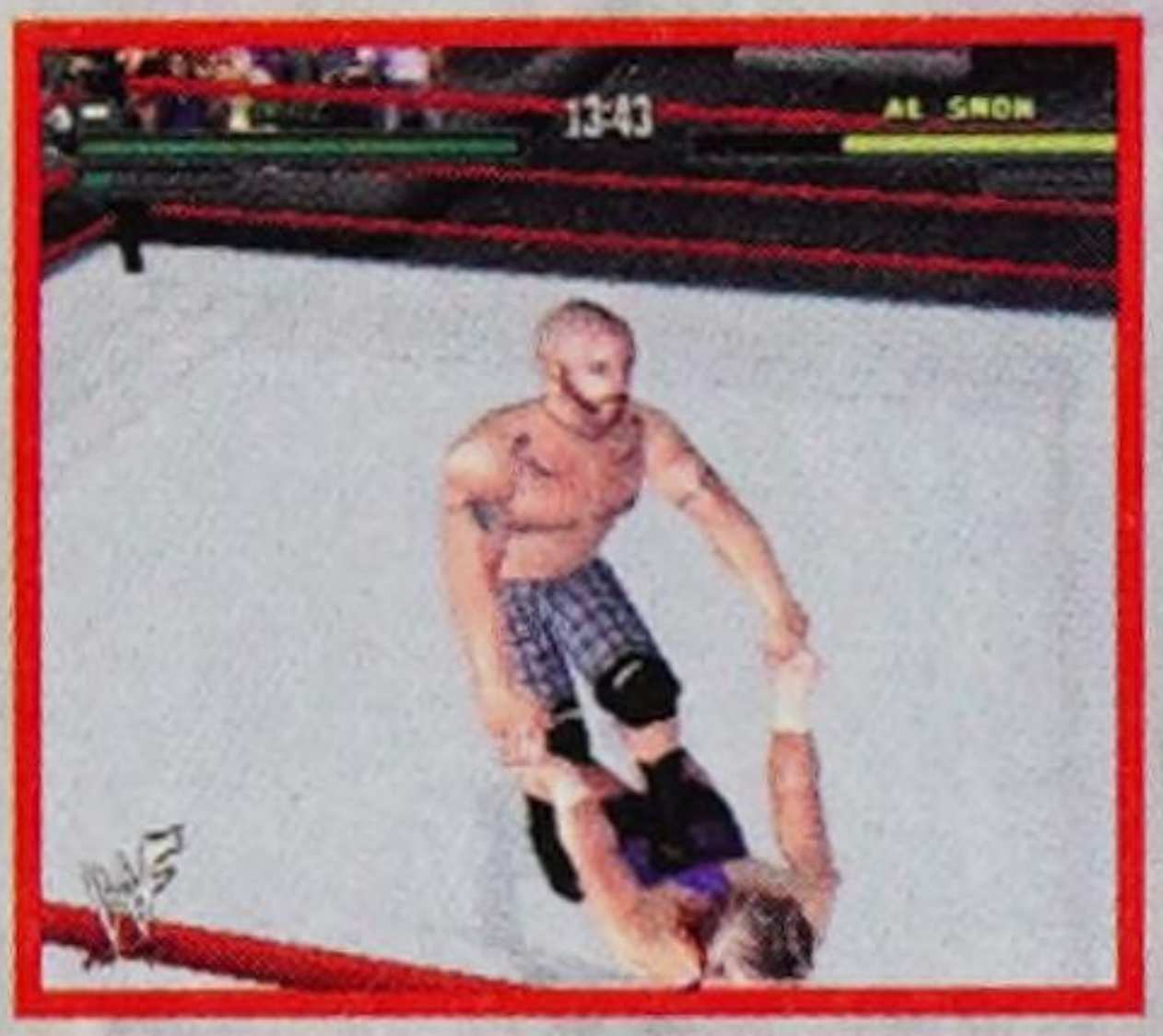
With the opposition sitting helplessly on the top turnbuckle, the offensive superstar mounts either the second or top turnbuckle along with his foe and delivers a high-impact vertical suplex.

STUMP PULLER



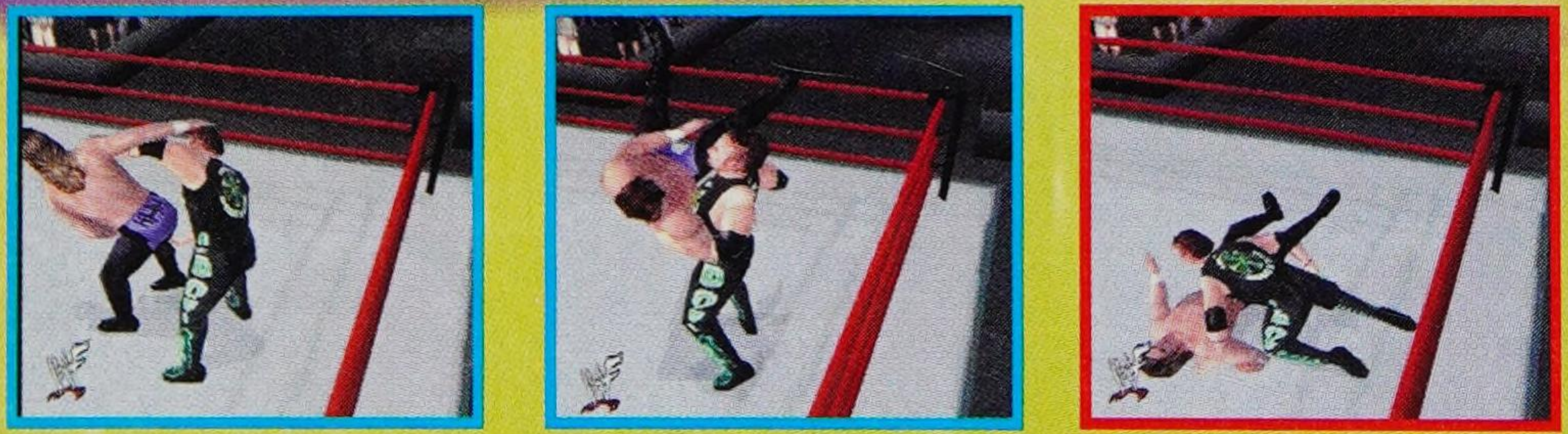
The opponent, sitting helplessly on the mat, has his legs grabbed by the attacking superstar who is standing behind him.

SURFBOARD



With an opponent on their belly, the attacking superstar places his leg in the small of the victim's back. Then wrapping up the opponent's arms and/or legs, the attacker pulls the arms toward the legs, and the legs towards the head.

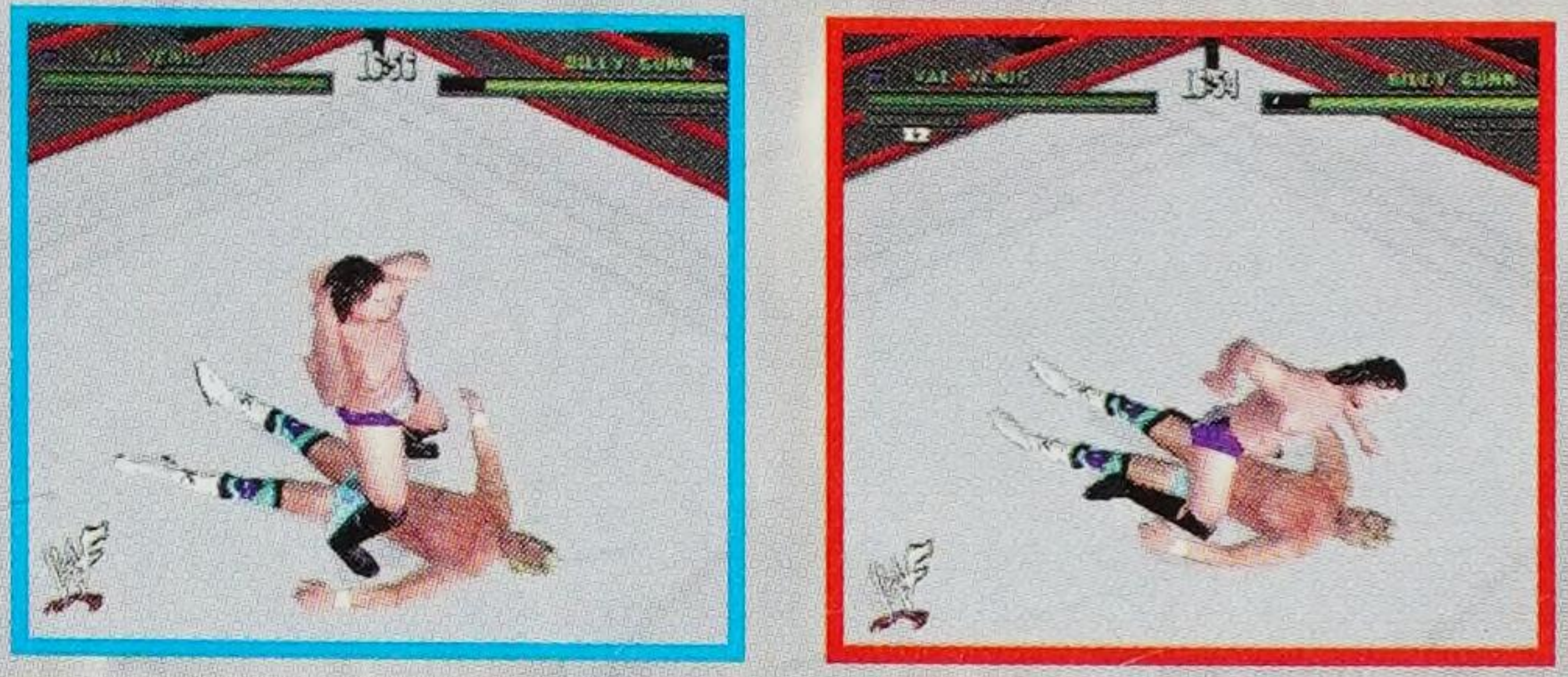
STRETCH ARMSTRONG



Road Dogg uses this maneuver as his finisher on occasion! Similar to a Pump Handle Slam, the superstar hoists his foe up in a body slam position—then uses the opponent's own momentum so they "fall away" backwards and land on the canvas.

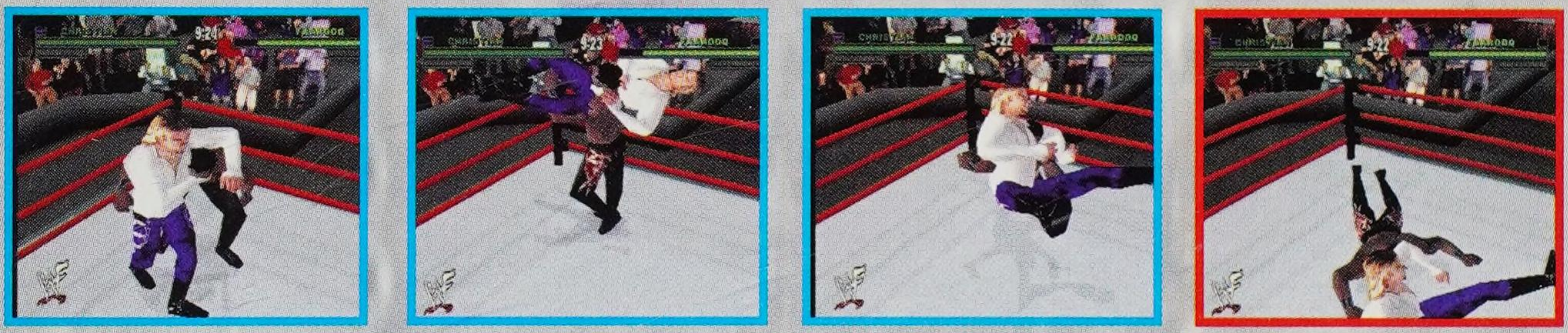
FINISHER

SWIVEL MOUNT PUNCHES



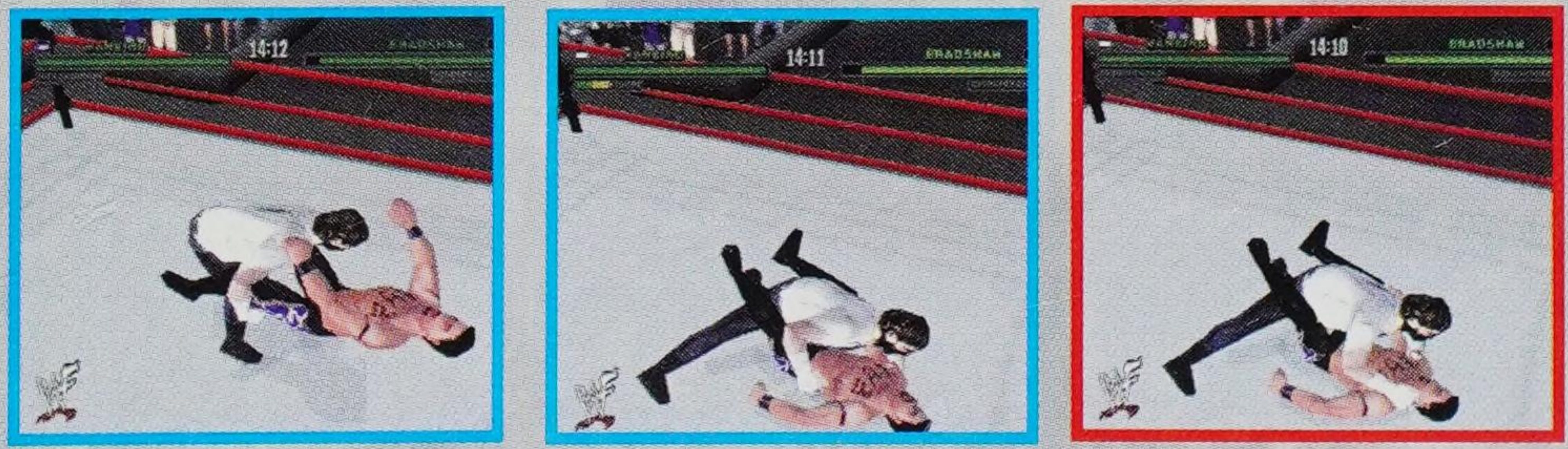
With the opponent dazed, the attacking superstar spins around to build momentum and hauls off with a knockout punch to the victim's face.

SWINGING DDT



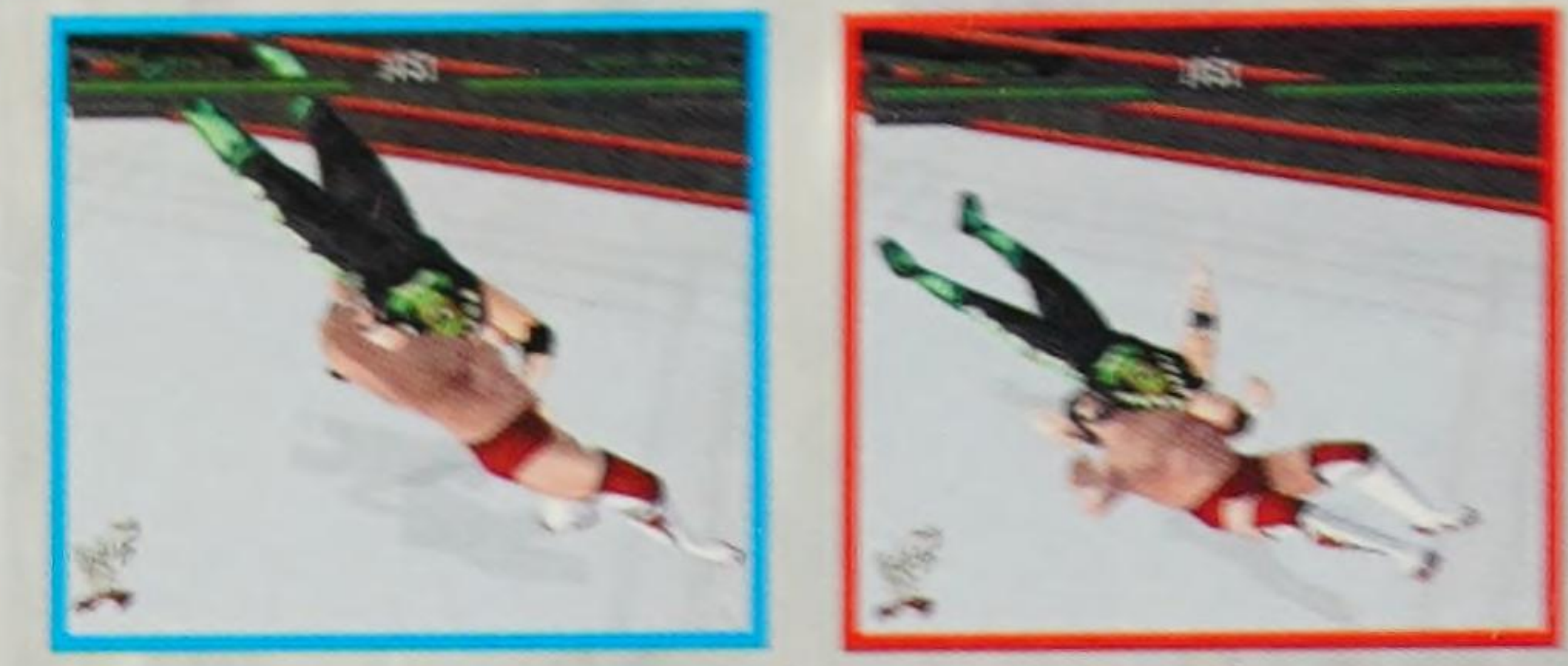
From either the bottom or second turnbuckle, the offensive superstar grabs his opponent in a front-facelock and, in one swift motion, jumps off and spins his victim around—adding extra impact to this powerful variation of the DDT.

TACKLE WITH PUNCHES



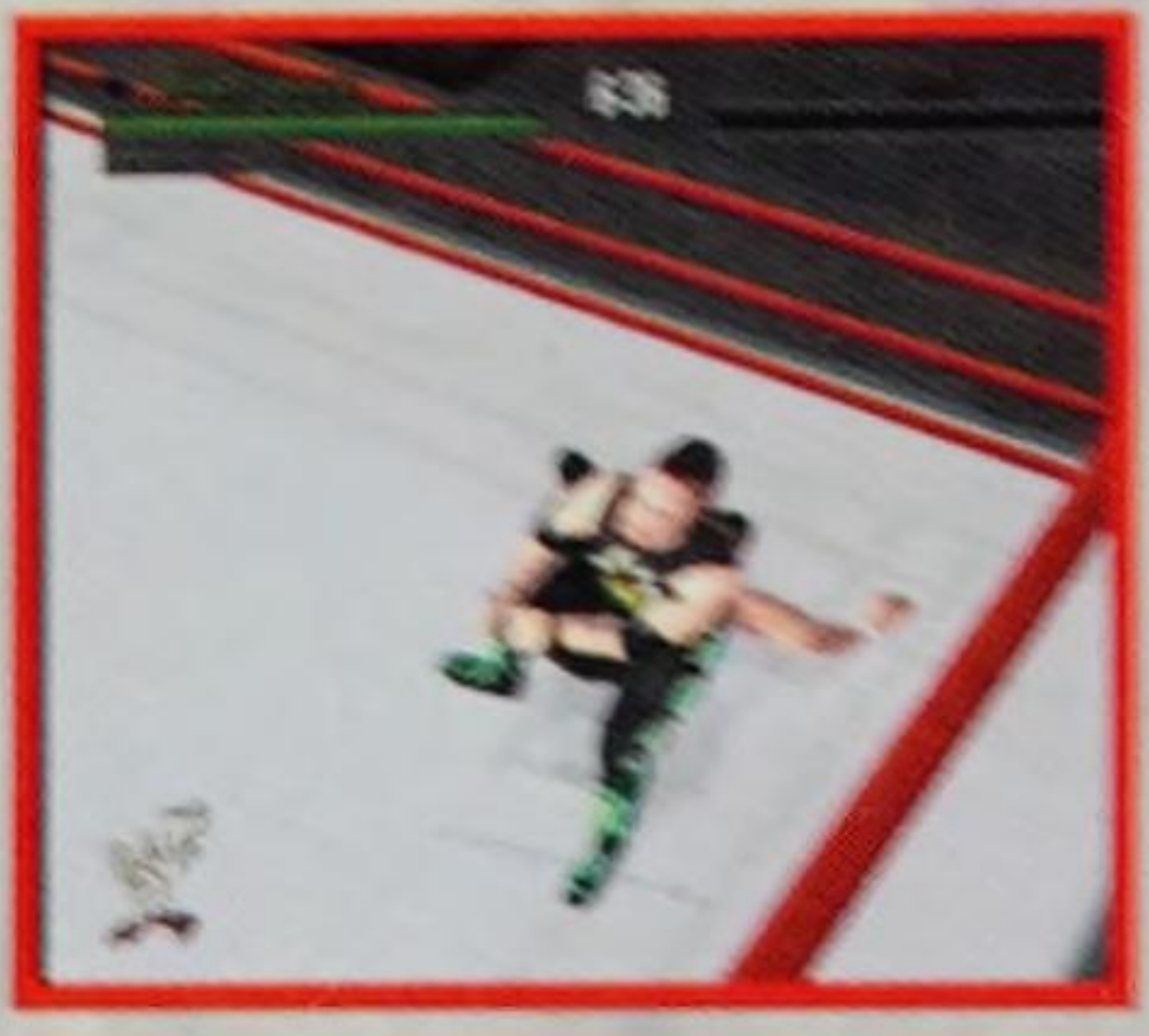
With this move, the attacking superstar charges his opponent and tackles him football style. While driving the opponent into the mat, the attacking superstar will unleash a flurry of punches on the victim.

T-BONE SUPLEX



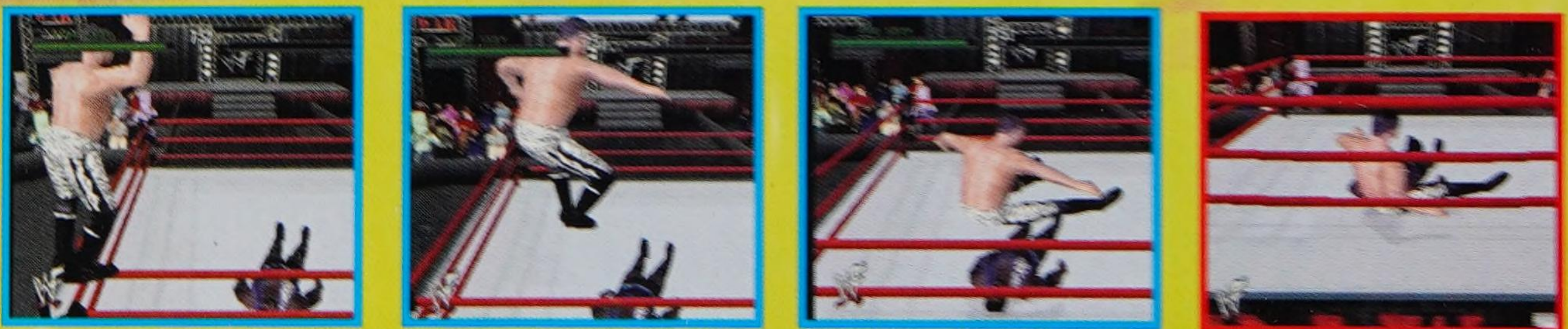
Starting from a tie-up, the attacking superstar steps to the side of opponent looking into his ear, but not for waxy buildup. The superstar grasps his opponents throat, then picks up the opponent and falls backwards, like a normal suplex, with the opponent getting suplexed sideways and folded up like an accordian.

TEXAS CLOVERLEAF



Similar to the Sharpshooter, only this time the offensive superstar wraps the victim's legs up with both of his arms. Added to the painful move is that one of the opponent's legs is bent sideways, resulting in the hyperextension of the knee.

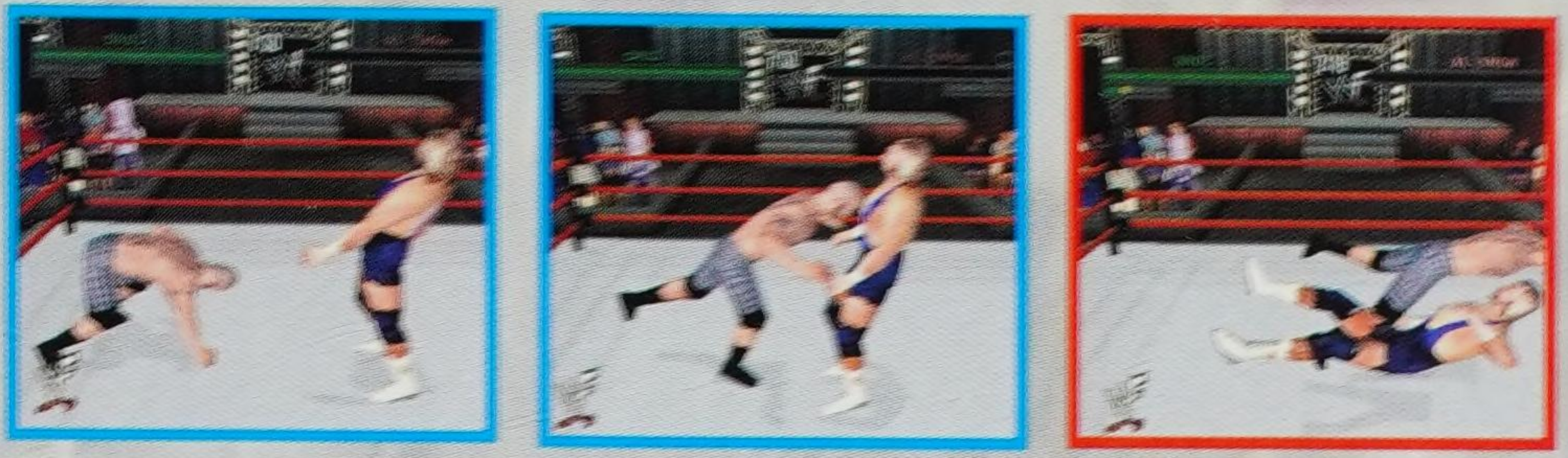
TENNESSEE JAM



"Too Sexy" Brian Christopher's finisher is a punishing leg drop delivered from the top turnbuckle. With the victim dazed on the mat, Christopher leaps from the top and uses all of his momentum to smash the opponent's throat, chest or face with his leg.

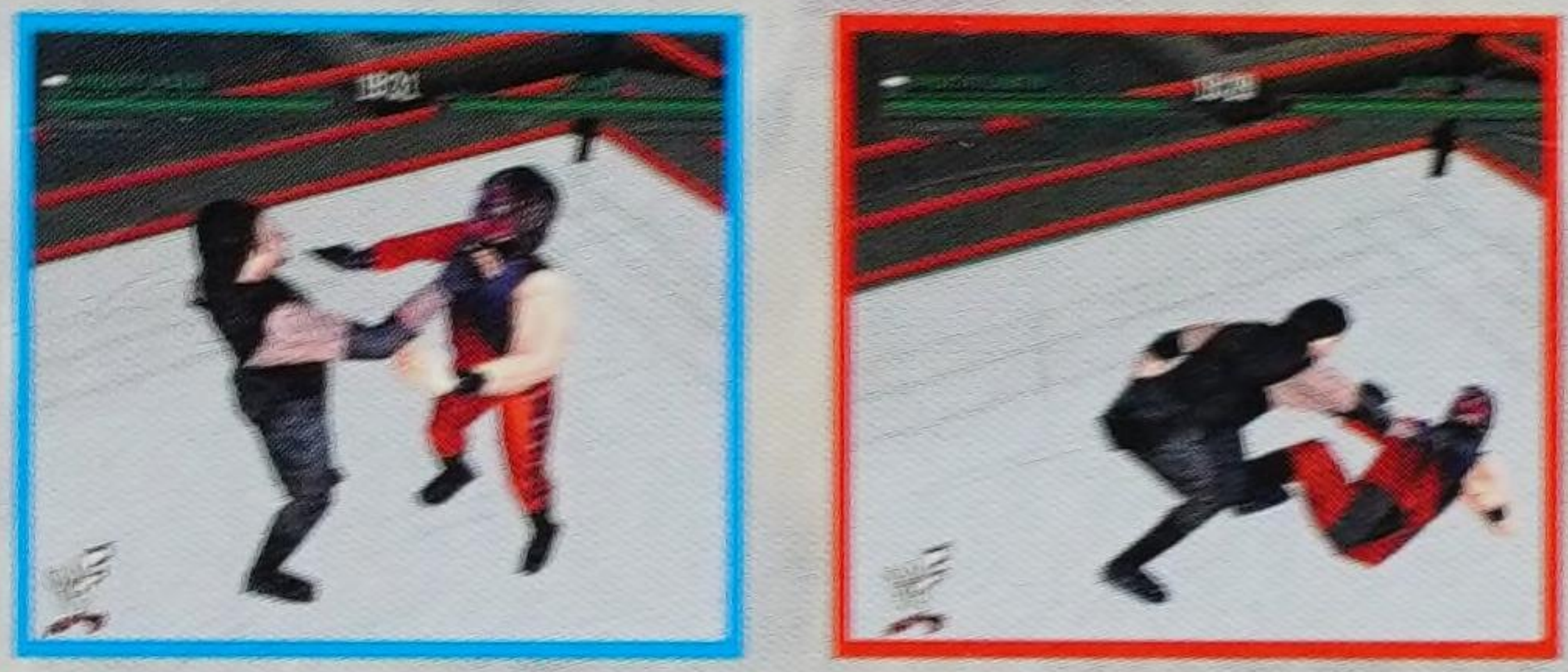
FINISHER

THREE POINT STANCE



The attacking superstar drops down into a football three-point stance, and charges his opponent, ultimately spearing him.

THROAT TOSS

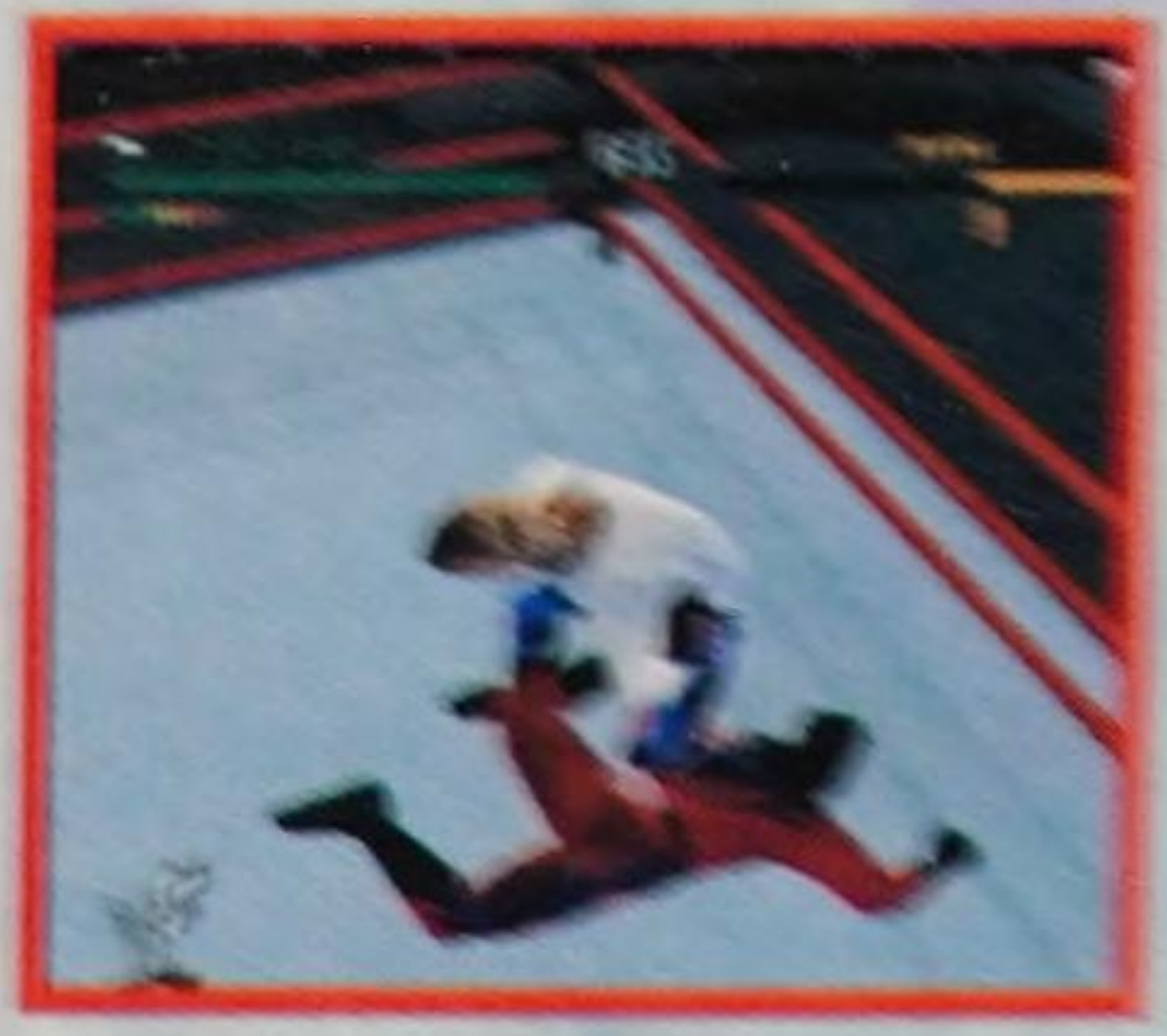


Similar to a Choke Slam, but instead the opponent is thrown instead of slammed.

THRUST TO THROAT

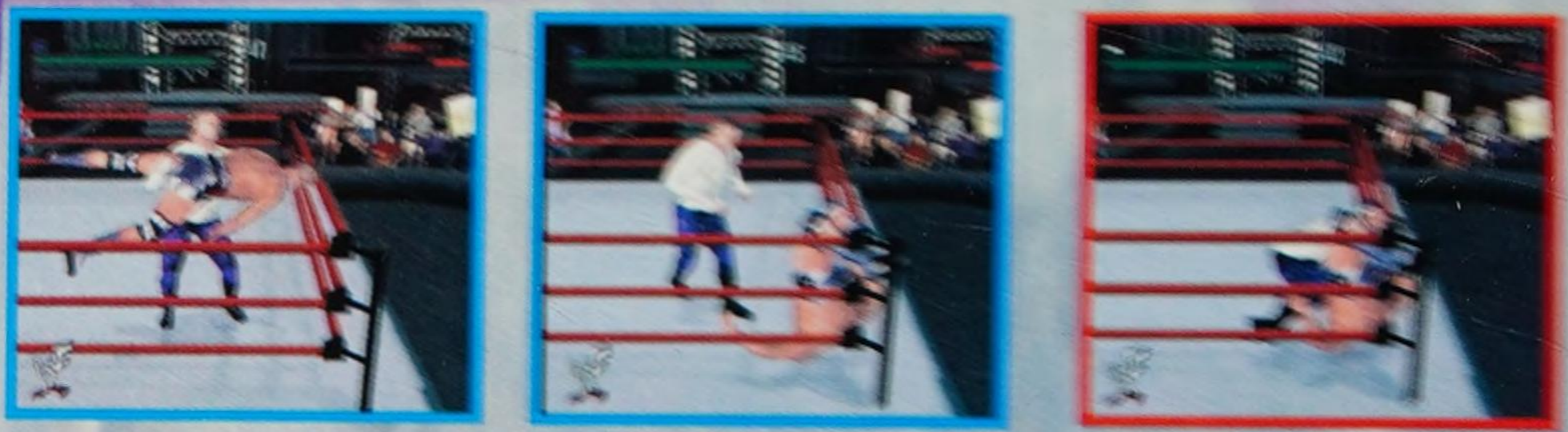
With fingers clamped tightly together, the attacking superstar, driveshis fingertips into his opponent's throat.

TOEHOLD HALF CRAB



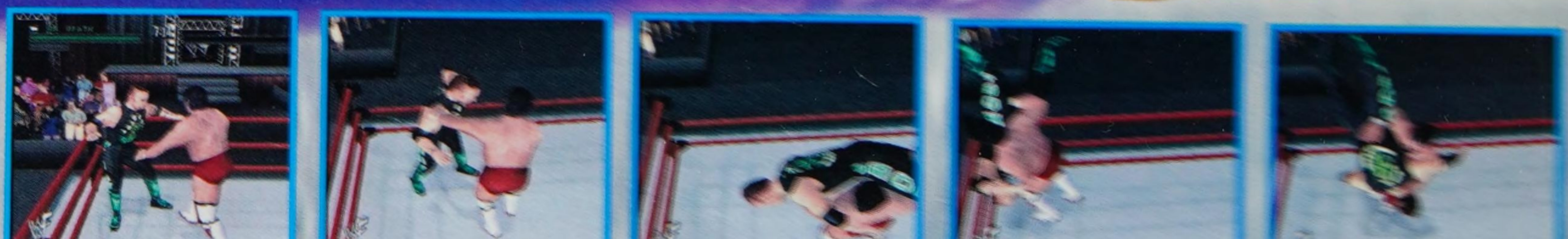
A variation of the Boston Crab where the attacking superstar only attacks one leg.

TREE OF WOE

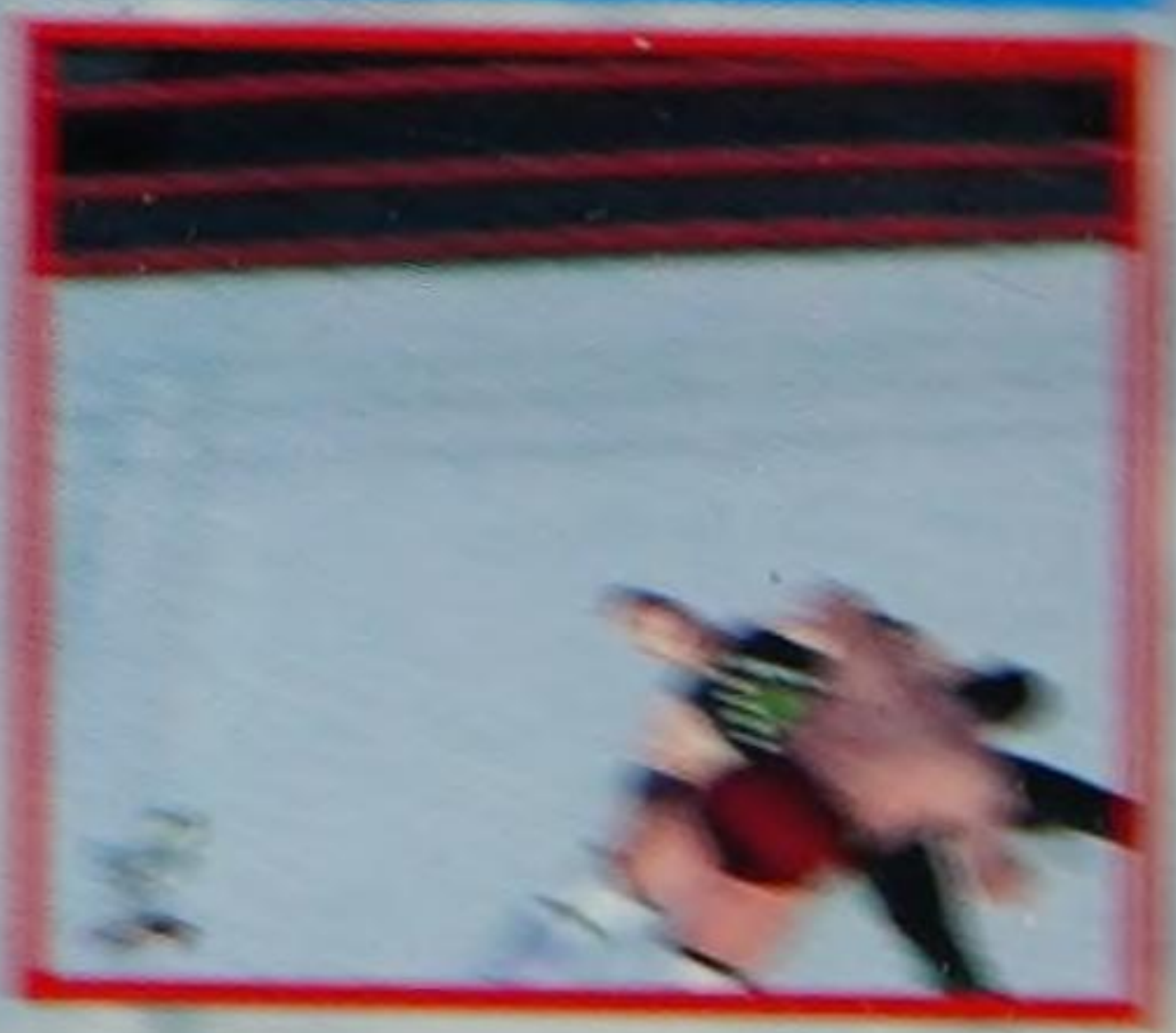


The attacking superstar puts the victim upside-down in the corner, tying up his legs in the turnbuckle. As a result, the opponent hangs helplessly—allowing the opposition to charge from the opposite end of the ring to deliver a knee or boot to the foe's midsection or face.

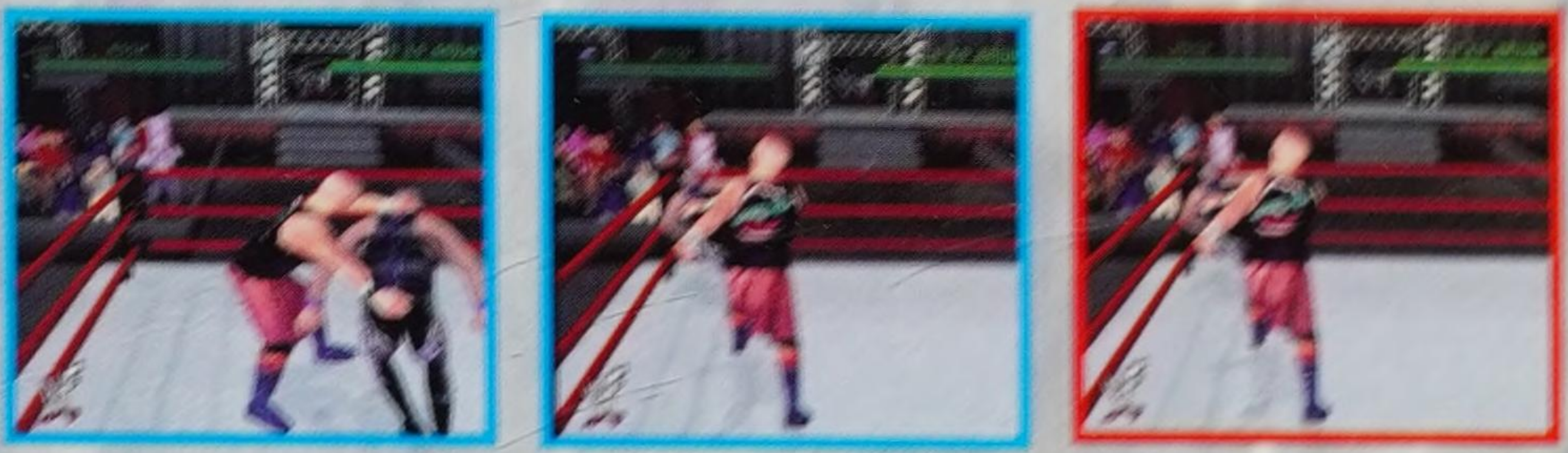
TURNBACK STAMPEDE



This powerful maneuver is a variation of a regular Body Slam, only in this instance the victim is hoisted onto the offensive superstar's shoulders and brought into a corner. Following a charge across the ring, the superstar jumps and uses his body weight to drive the foe into the canvas.

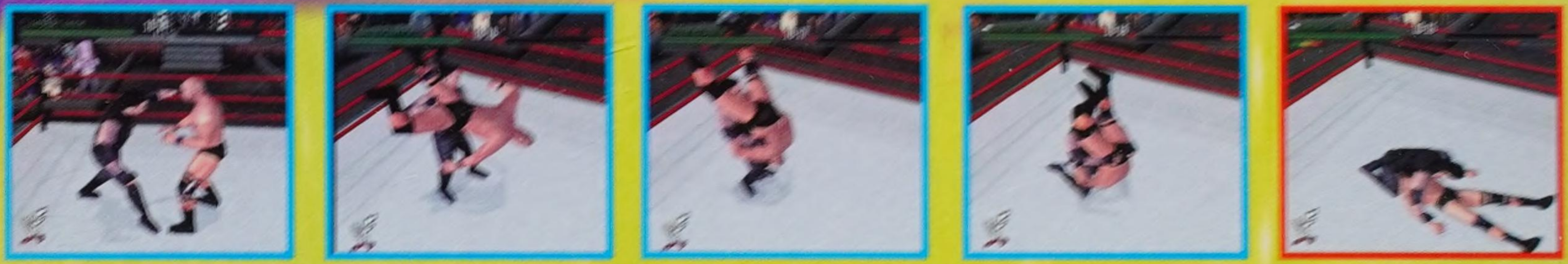


TURNPOST SLAM



With this move, the attacking superstar whips his opponent into the turnbuckle.

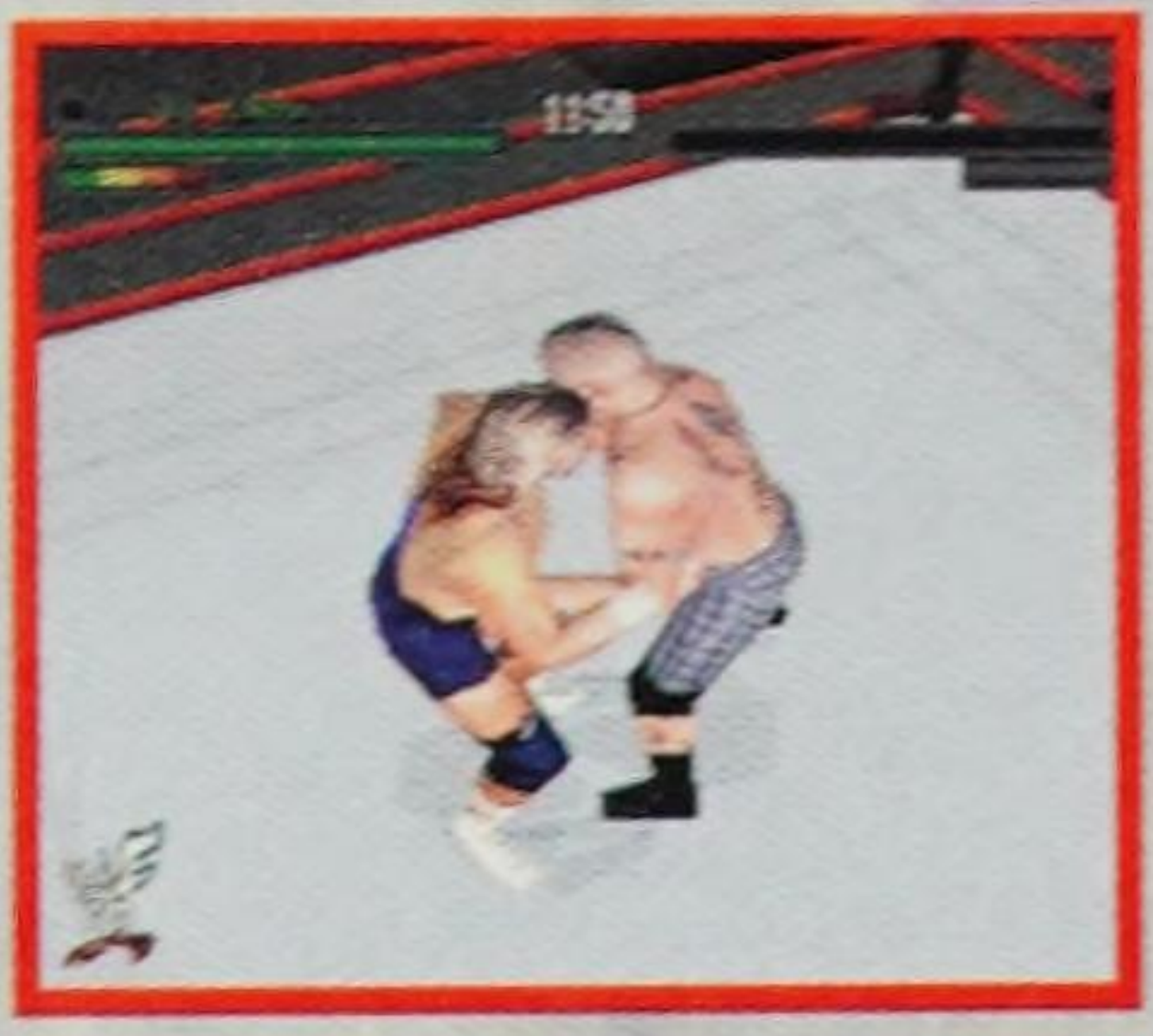
TOMBSTONE PILEDRIVER



The Undertaker's finisher! It's a much more vicious form of the piledriver! Hoisting the enemy up inverted belly to belly, their head is placed between the attacking superstar's legs in a reverse piledriver position. The offensive superstar then drops to his knees, driving the victim's head into the canvas.

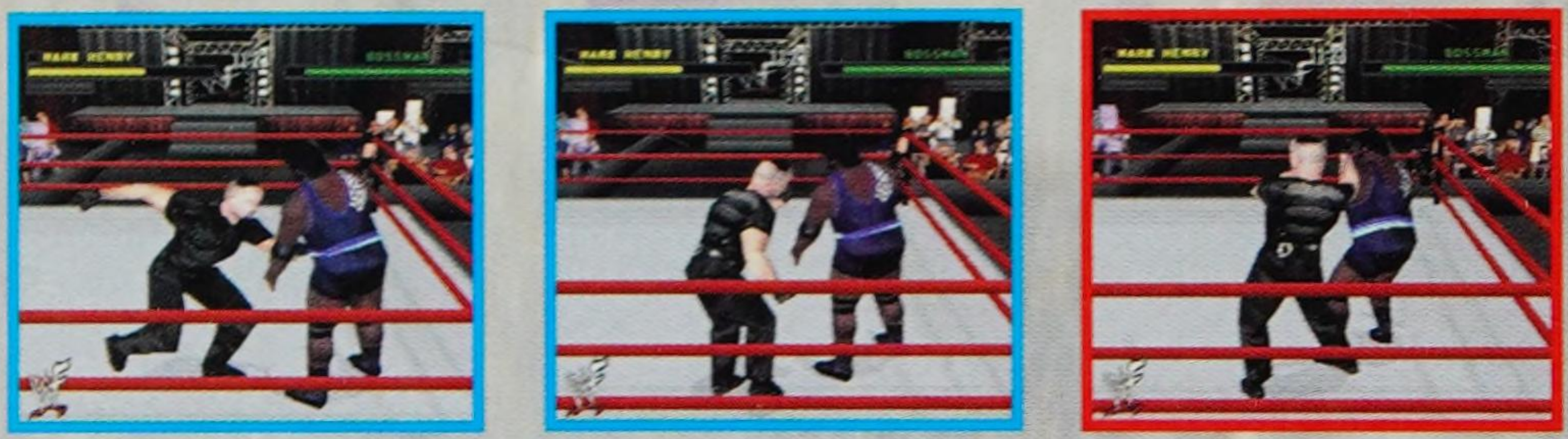
FINISHER

UNDERHOOK SUPLEX



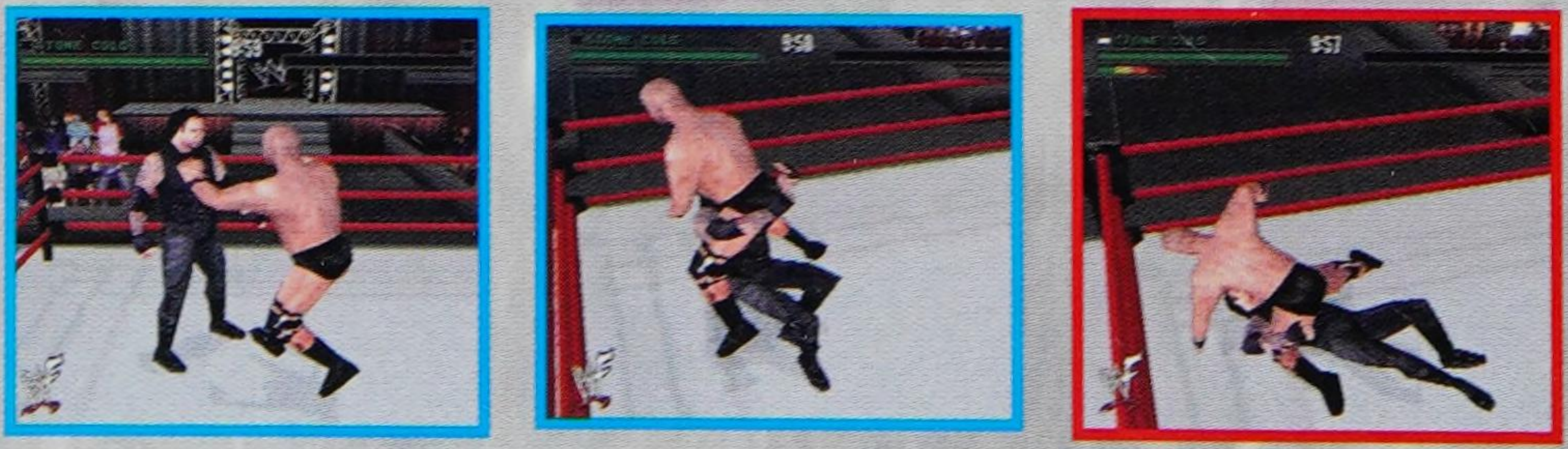
With the opponent bent forward, the attacking superstar places the victim's head between his thighs, hooks both his arms and lifts him up and over—driving his back into the canvas while maintaining hold of the arms.

EUROPEAN UPPERCUT



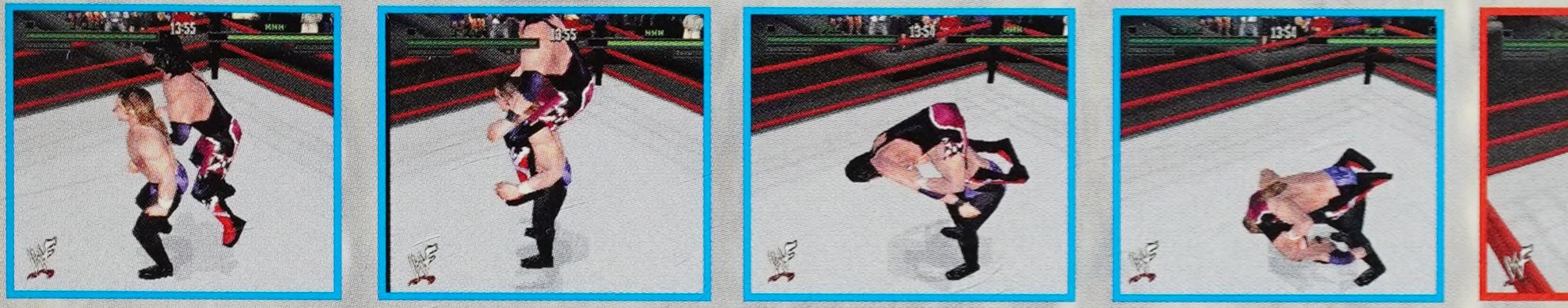
Facing the opponent, the offensive superstar grabs the victim by the back of his head and delivers a powerful forearm to the foe's face.

VERTICAL BODY PRESS



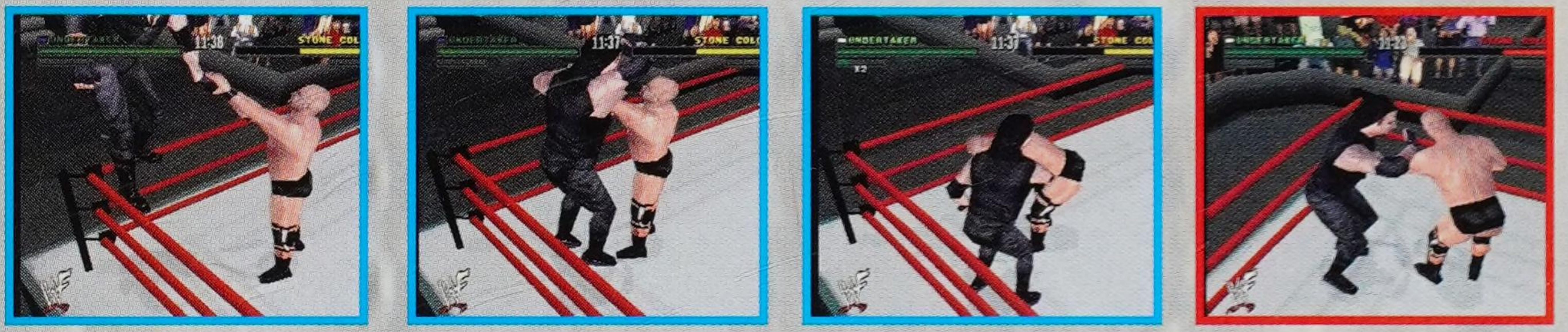
A favorite of Stone Cold Steve Austin! Running at his opponent, Stone Cold tackles his opponent and unleashes a flurry of punches!

VICTORY ROLL



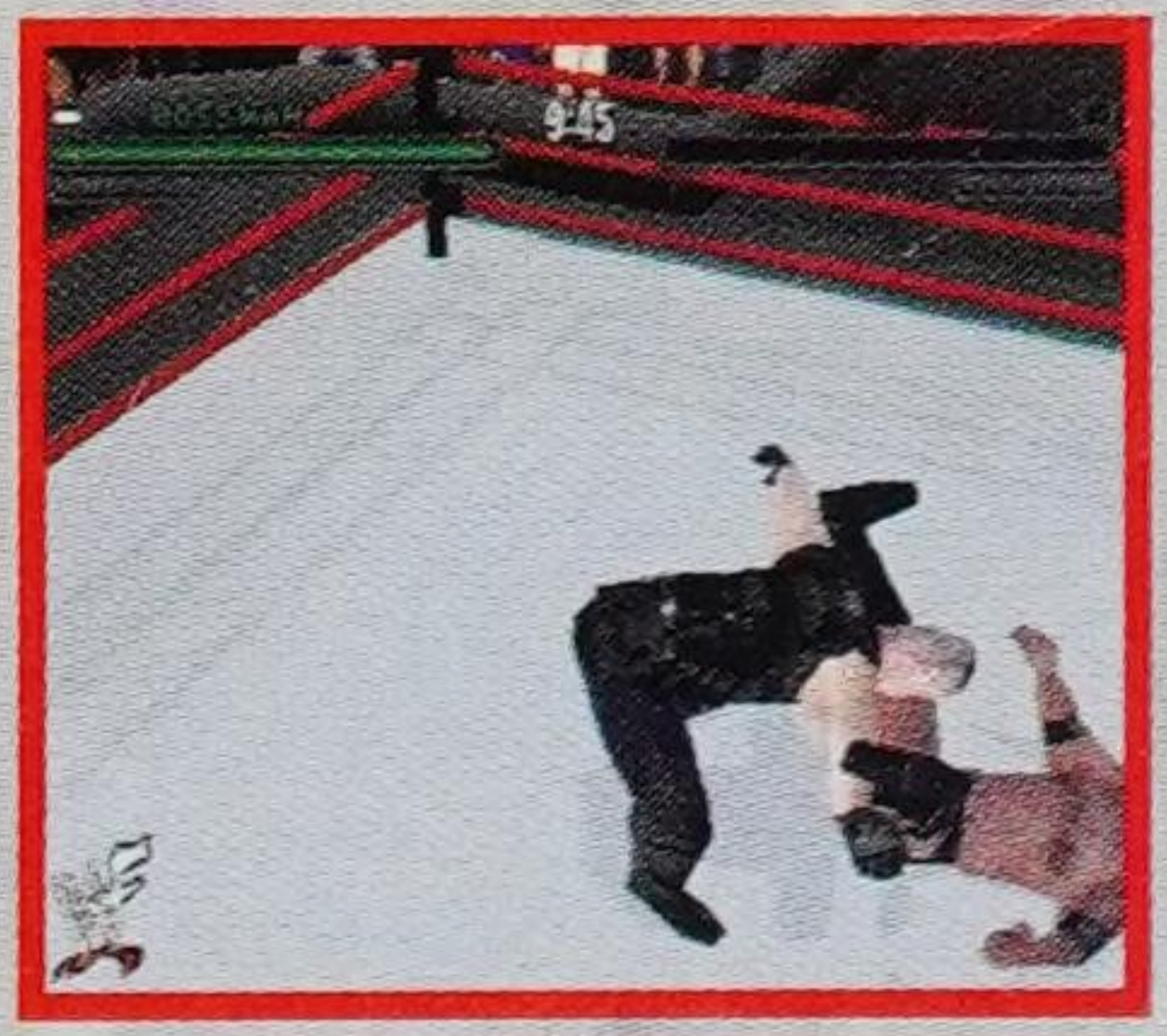
A sliding roll-up in which the victim is trapped and rolled into a pin.

WALK THE ROPES ARM WRENCH



After locking the victim's arm and twisting it, the attacking superstar climbs to the top turnbuckle, walks the length of the top rope while maintaining hold of the arm and comes down across the opponent's back or arm with a fist.

WISHBONE LEGSPLITTER



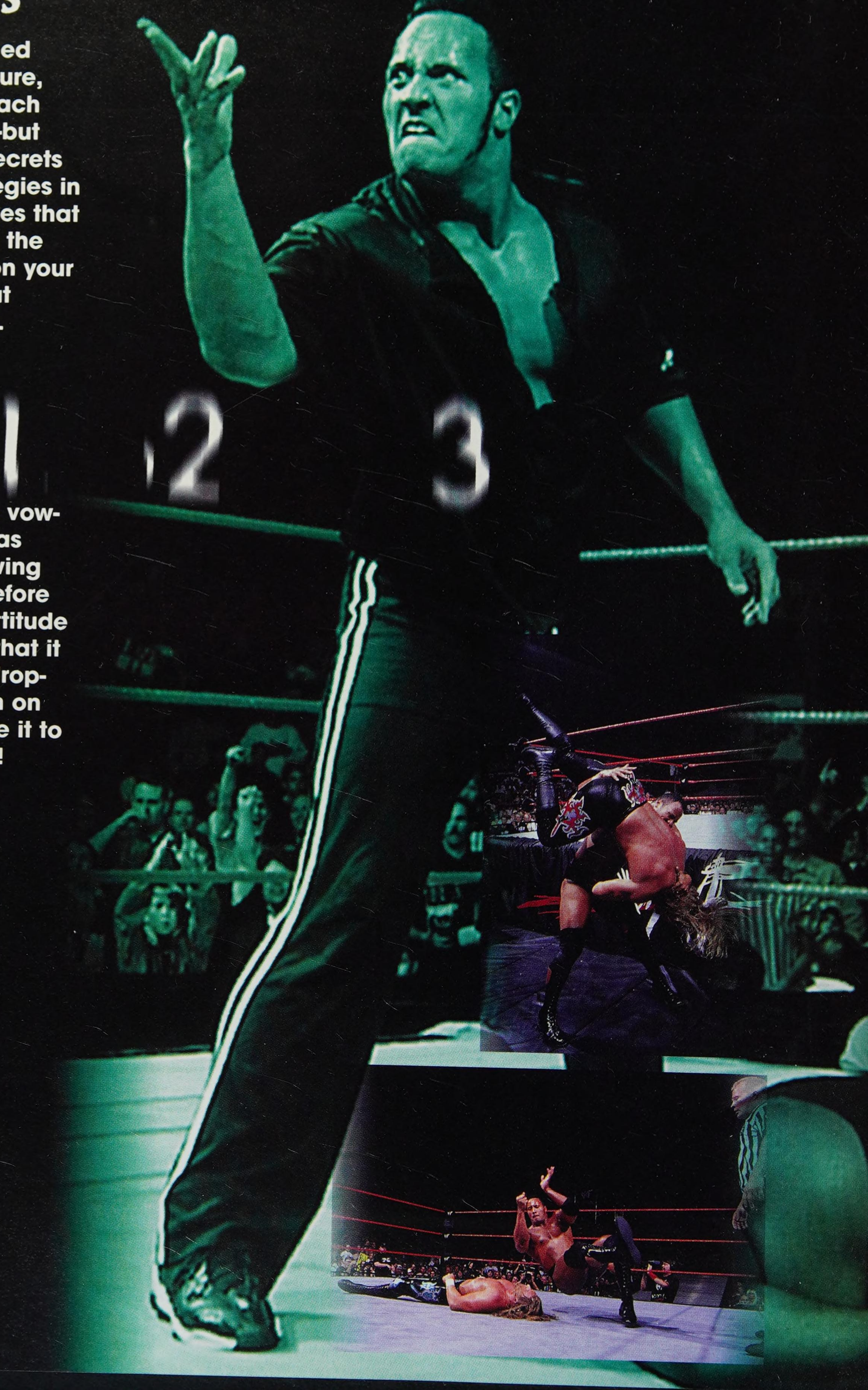
The attacking superstar grabs a prone face-up opponent's legs and pushes their legs out, stretching their personal, private area. Ouch!

CHAPTER 03

SECRETS

You haven't learned everything?YET! Sure, you know what each superstar can do-but there are some secrets and hidden strategies in the following pages that will let you layeth the smacketh down on your opponents without breaking a sweat.

Don't go turnin' those pages yet. Relax? get hooked on phonics! (It's easy, just sound out the vowels.) Study up on as many of the following tips as you can before getting another Attitude fix. You'll find out that it takes more than droppin' the opposition on their head to make it to the championship!



TIPS

1.) Memorize the moves for your wrestler! Remember, the moves are different for each wrestler.

2.) The more different moves you use, the quicker the crowd gets on your side. If you do this, you can inflict up to FOUR TIMES the damage! If you rely too heavily on one move, the crowd will quickly turn against you. So watch out! When the crowd is on your side, the superstars' name turns a dark blue.

3.) Dodging your opponent is a good thing. You can't hit what you can't catch!

4.) Turnbuckle moves are high risk, but worth it because of the amount damage they cause!

5.) A lower damage move will always succeed before a higher damage one. But remember to vary your attack.

6.) If you're getting the pants beat off of you, get out of the ring! This will give you the opportunity to recover some of your lost strength.

7.) The crowd bonus is huge! Don't ignore what the crowd is doing in the background!

8.) Make sure and soften up your opponent so you'll have the tie-up advantage! You'll be able to pull off more damaging moves!

Gameplay:

What makes WWF Attitude so unique is the plethora of moves at your disposal. Each wrestler has dozens of moves, including their very own trademark and finishing moves!

Get Ready, Get Set, Fight!

Similar to WWF War Zone, you have three basic button commands: punch, kick and tie-up. Using these buttons in conjunction with the directional pad, you are able to execute any number of moves, with damage ranging anywhere from "1" to "9" points. For example, a "1" point move would be a punch, a "9" point move would be a piledriver.

Let's say you've just begun a match, facing off in the squared circle against your opponent, and you want to get in the first shot. Remember, your opponent has the same thing on his mind and he's looking to put the hurt on you. You decide to punch your opponent, which has a damage of "2" points, while he attempts to execute a DDT, which has a damage range between "4" and "6" points. The simple punch that you decided to execute will win out, simply because a lower damage move will always beat out a higher damage one.

One thing to remember... If you constantly use one move, such as a punch from the ready position or a hip toss from the tie-up position, the artificial intelligence in the game (or your human counterpart) has the opportunity to respond with a higher damage point move. So if you constantly punch your opponent, he has the opportunity to counter your low-damage move with a high-damage, high-risk maneuver. So be aware and vary your move selections.

Now that you've caused some damage, you're probably wondering what to do next. Well, here's where WWF Attitude's high-octane gameplay comes into focus. While pummeling your opponent, you'll notice that the name of the WWF Superstar that you are using is a specific color. For example, when the name of your superstar and their power bar is the color green, you are in top-shape. You can try just about any move you want to on your opponent. So go crazy!

As you continue in your match, you'll begin to notice that the power bar and the names of the superstars begin to change color. This is due to the damage that you are taking and inflicting on your opponent. When the power bar and name color has changed to yellow, this indicates that the superstar is becoming tired. It will become more difficult for your opponent to escape holds, submission moves, and also prevent you from performing moves.

Finally, when your opponent's power bar has turned red, he's in serious trouble! You will now be able to perform your superstar's individual trademark and finishing moves. But, your oppo-

SECRETS

HEAD

GAME STATISTICS

Strength: 10
Toughness: 10
Speed: 10
Recovery: 10
Charisma: 10

HOW TO GET THE HEAD

To unlock Head, you must win the Wrestlemania™ tournament.

PSX and N64 Moves

READY MOVES:

Running Powerbomb (6): left, up, tieup or right,up,tieup

Giant DDT (5): left, right, punch or right, left, punch

Laying The Smack Down (5): up, down, punch or down, up,punch

Gorilla Press Slam (6): left, down, tieup or right, down, tieup

Double Underhook Suplex (4): left, right, kick or right, left, kick

TIEUP MOVES:

Hanging Powerslam (9): up, down, tieup or down, up, tieup

T-Bone Suplex (6): left, tieup or right,tieup

Front Brainbuster (5): left, punch or right,punch

Powerbomb (4): left, kick or right,kick

BEHIND MOVES:

Reverse Brainbuster (9): up, down, tieup or down, up, tieup Trademark

Reverse Powerbomb (6): left, tieup or right, tieup

Reverse Vertical Suplex (5): left, punch or right, punch

Sleeping Neckbreaker (4): left, kick or right, kick

GROUNDMOVES:

From Side; Death From Above (7): up, down, tieup or down, up, tieup

From Feet; Elevated Crab (7): up, down, kick or down, up,kick

From Head; Stranglehold Gamma (7): up, down, punch or down, up, punch

RUNNING OPPONENT:

Tilt-A-Whirl Slam (8): kick

RUNNING PLAYER:

Vertical Body Press (9): kick

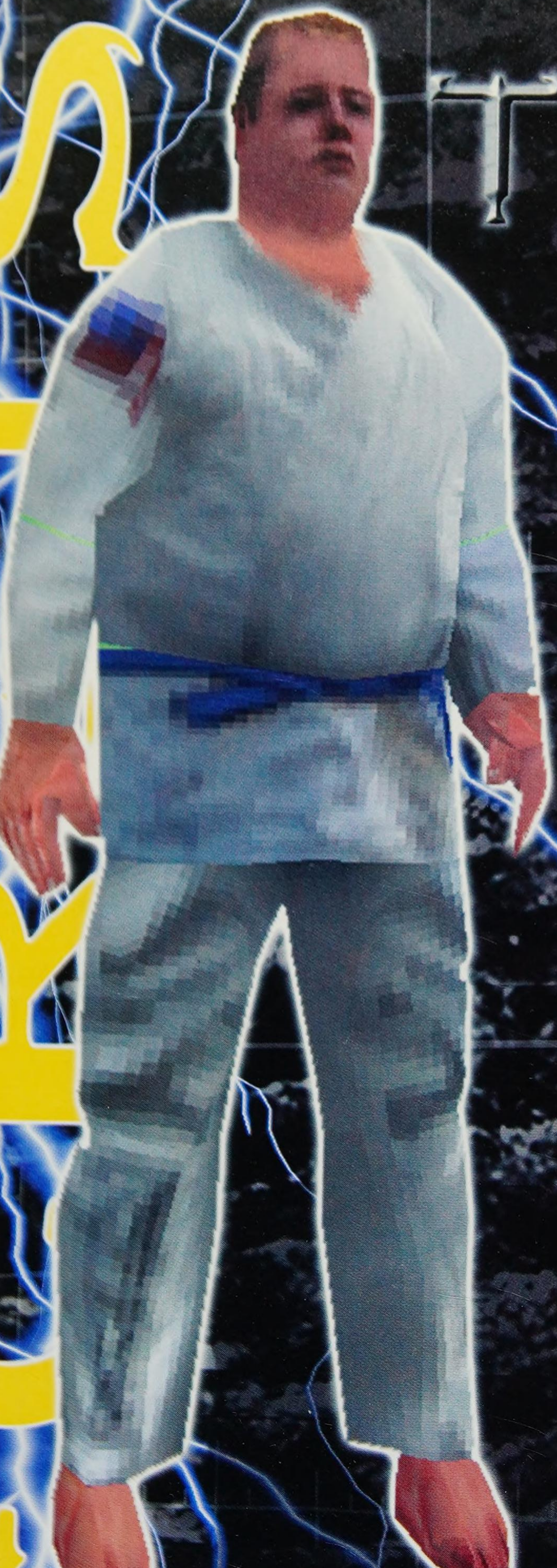
TURNBUCKLE:

Opponent Onground; Shootingstar Press (8): tieup + block

POSE:

Head (0): kick + tieup

TRAINER



GAME STATISTICS

Strength: 10
Toughness: 2
Speed: 10
Recovery: 3
Charisma: 2

HOW TO GET THE TRAINER

To unlock The Trainer, you have to win the In Your House™ tournament

PSX and N64 Moves

Ready Moves:

Kneebreaker (4): left, right, down, tieup or right, left, down, tieup

Shortarm Clothesline (5): left, down, punch or right, down, punch

Snapmare (5): left, up, punch or right, up, punch

Headlock Takedown (4): left, up, kick or right, up, kick

Pearl River Plunge (8): up, down, up, punch or down, up, down, punch

Fireman's Carry (4): up, down, kick or down, up, kick

Small Package (4): left, right, kick or right, left,kick

Tieup Moves:

Front Brainbuster (7): left, right, kick or right, left, kick

Seated Gutwrench Powerbomb (9): left, down, tieup or right, down, tieup

Tiger Driver Slam (6): left, tieup or right,tieup

Side Slam (5): left, punch or right, punch

Behind Moves:

Reverse Brainbuster (9): left, up, tieup or right, up, tieup
Trademark

Rolling German Suplex (8): left, up, punch or right, up, punch

Octopus Hold (7): left, up, kick or right, up, kick

Beast Choker (5): left, punch or right, punch

Ground Moves:

From Side; Mount Punches (6): up, down, tieup or down, up, tieup

From Feet; D-Lo Leaf (7): up, down, kick or down, up, kick

From Head; Stranglehold Gamma (5): up, down, punch or down, up, punch

From Head; La Magistral (6): left, down, punch or right, down, punch

Running Opponent:

flapjack (7): kick

nent can easily be pinned, as well, so press your attack and finish him off!

The Tie-up!

Just like in WWF War Zone, the tie-up plays an important role in gaining the upper hand on your opponent. In WWF Attitude when you cause your opponent damage, the small box in the upper corner of the superstar you are controlling changes to different shades of blue. As the blue color of your tie-up meter lightens, the better your advantage in performing moves.

Mayhem In and Out of the Ring!

Here are some tips to use when you are inside or outside of the ring:

1.) Toss your opponent over the ropes with an Atomic Whip from the behind position. You'll simply pick him up and toss him over the top rope onto the floor!

2.) If your opponent is near the ropes and you're outside the ring, you can try to drag him out of the ring by using any of the buttons (kick, punch, and block).

3.) If you're in the ring and your opponent is on the outside apron, you can punch or kick your opponent, knocking him to the floor. Or you can run at him and knock him over using the ropes.

DOES THE CROWD LOVE YOU ... OR NOT?

Crowd response plays an important role in how you perform in the ring. This is where your superstar's charisma rating comes into play. The crowd will verbally show their opinions of you while you're performing in the ring. If you are performing the same moves over and over, the crowd will become agitated and show their displeasure by booing. Your opponent's name will start to glow, and his power bar will start to increase. The boring move that you are constantly performing has become useless. So vary your moves since the more high-risk/high-damage the better.
Depending on which superstar you select can get away you with certain things. If you select a superstar with a high charisma rating–a fan-favorite–you can still win with a less exciting match. If you select a superstar with a low charisma rating–a rule-breaker–you will have to work that much harder with high-risk moves to keep on the path to victory!

Stunned Opponents!

If you are on a roll, and your opponent is taking lots of damage, he will eventually become stunned. In the early moments of a match, your opponent won't be stunned too long, so there's a slim chance that you can perform a high-risk move on him. A lot of the simpler moves from the ready position work at this point of the match.
When your opponent is stunned and their power bar is yellow or red, later in the match, you can perform more complicated moves from either the ready position or from behind. Also, don't forget that when your opponent's power bar is red, you can perform your superstar's trademark and finishing moves.

Talk Trash!

If you hit the punch and tie-up buttons, your superstar will taunt your opponent. Taunting an opponent and then performing a high-damage point move will produce up to two times the damage! Working the crowd to the point where they are chanting your name, you can taunt your opponent and then perform a move that will cause up to four times the damage! Make sure and use taunts wisely, because you can be caught in an extremely vulnerable position if you aren't careful!

CHEATS!!!

Win these tournaments to access these hidden SUPERSTARS!

In Your House™
Sable, Marc Mero

King of the Ring™
Kurrgan,
Taka Michinoku

SummerSlam™
Sgt. Slaughter,
Shawn Michaels

Survivor Series™
Jacqueline, Chyna

Royal Rumble™
Paul Bearer,
Jerry "The King" Lawler

European Belt
Unlocks all the World Wrestling Federation t-shirts and other clothing in the custom room
Turns on Squeaky voice cheat

Intercontinental Belt
Unlocks 3 extra attribute points
Unlocks Big Head Mode -- SUPERSTARS play with big heads

Wrestlemania™
Unlocks Ego Mode -- SUPER STARS heads grow and throb when the crowd cheers from them.
Unlocks Bleep Mode (PSX only) -- Replaces all swear words with bleeps.

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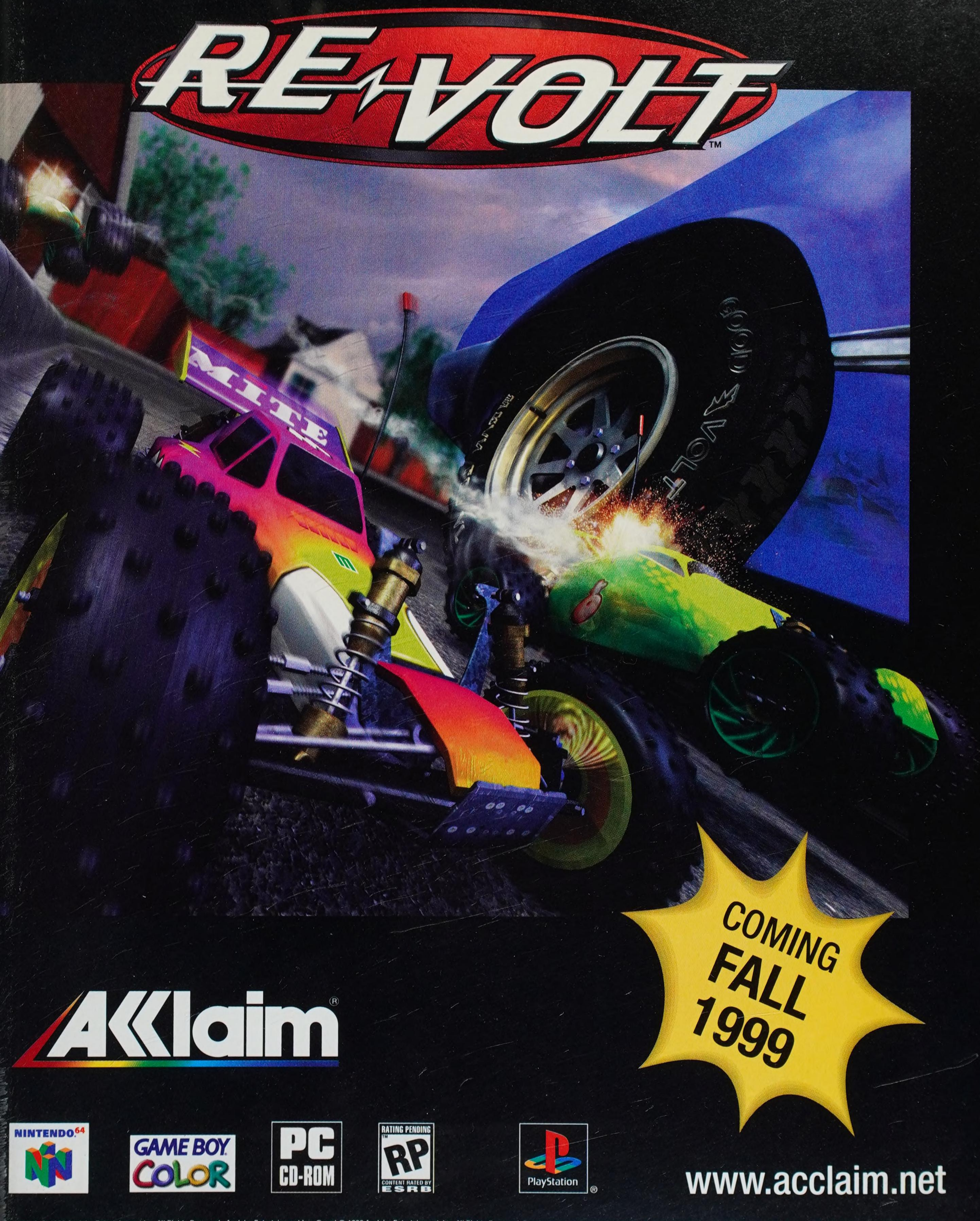
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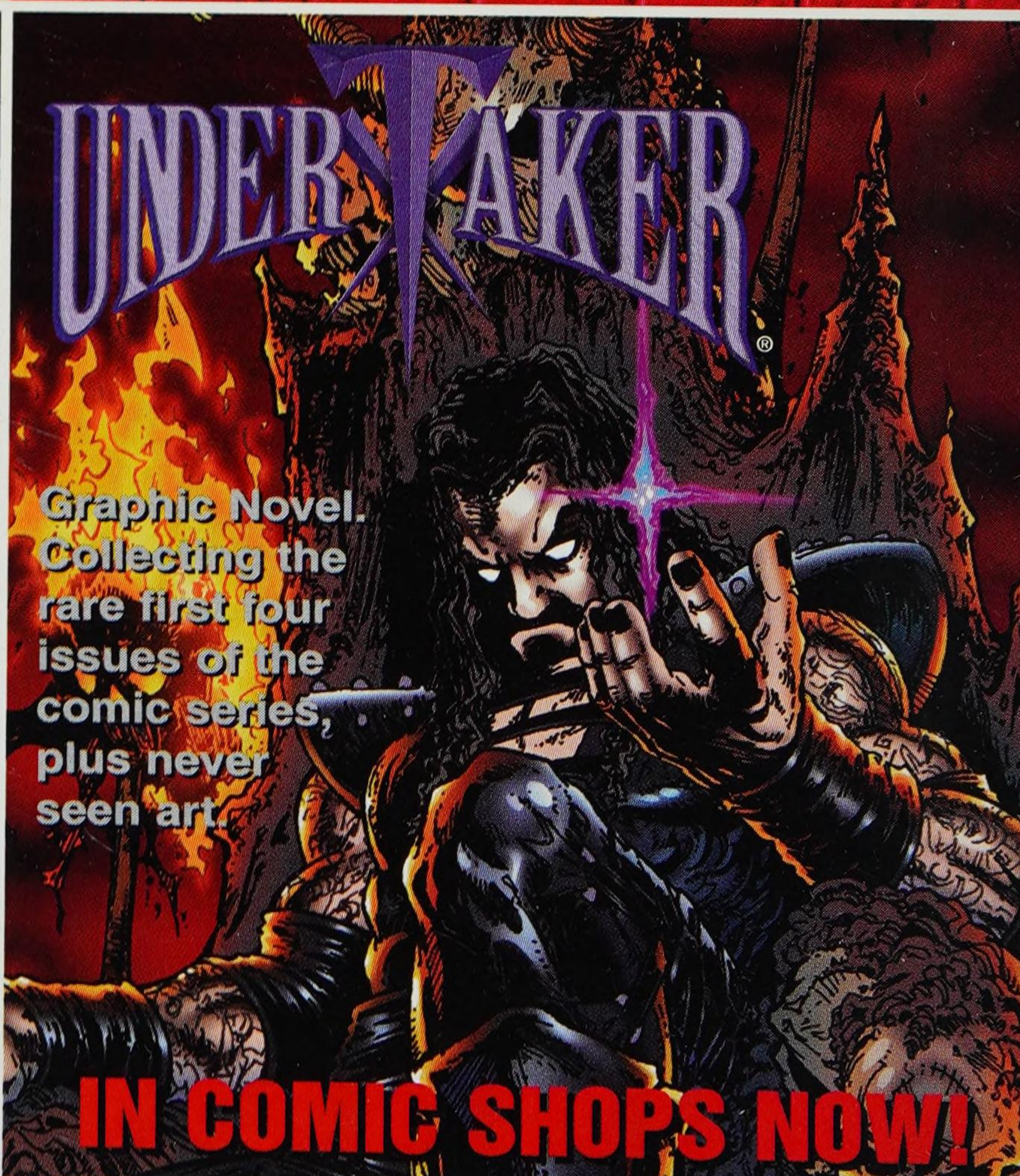
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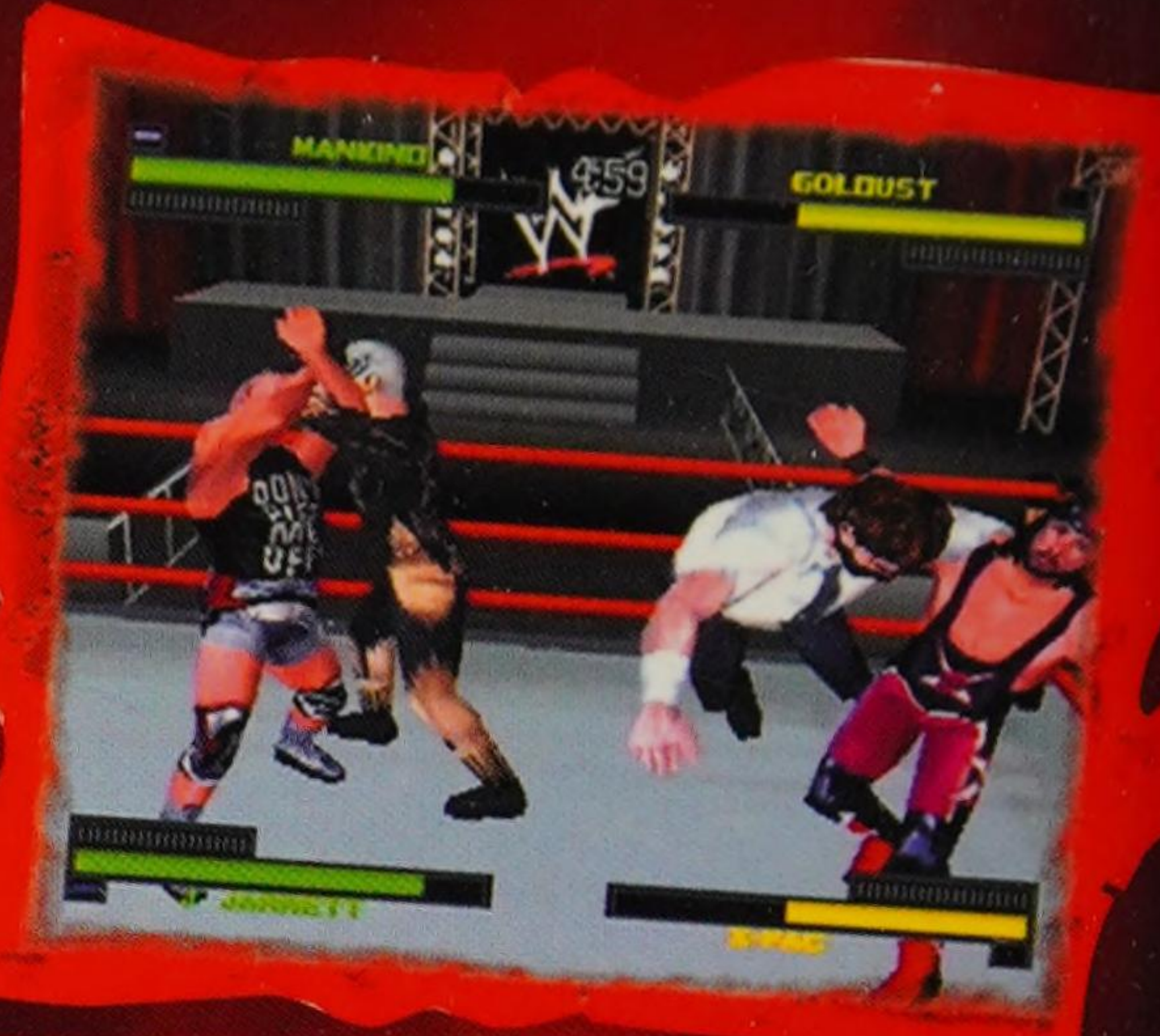

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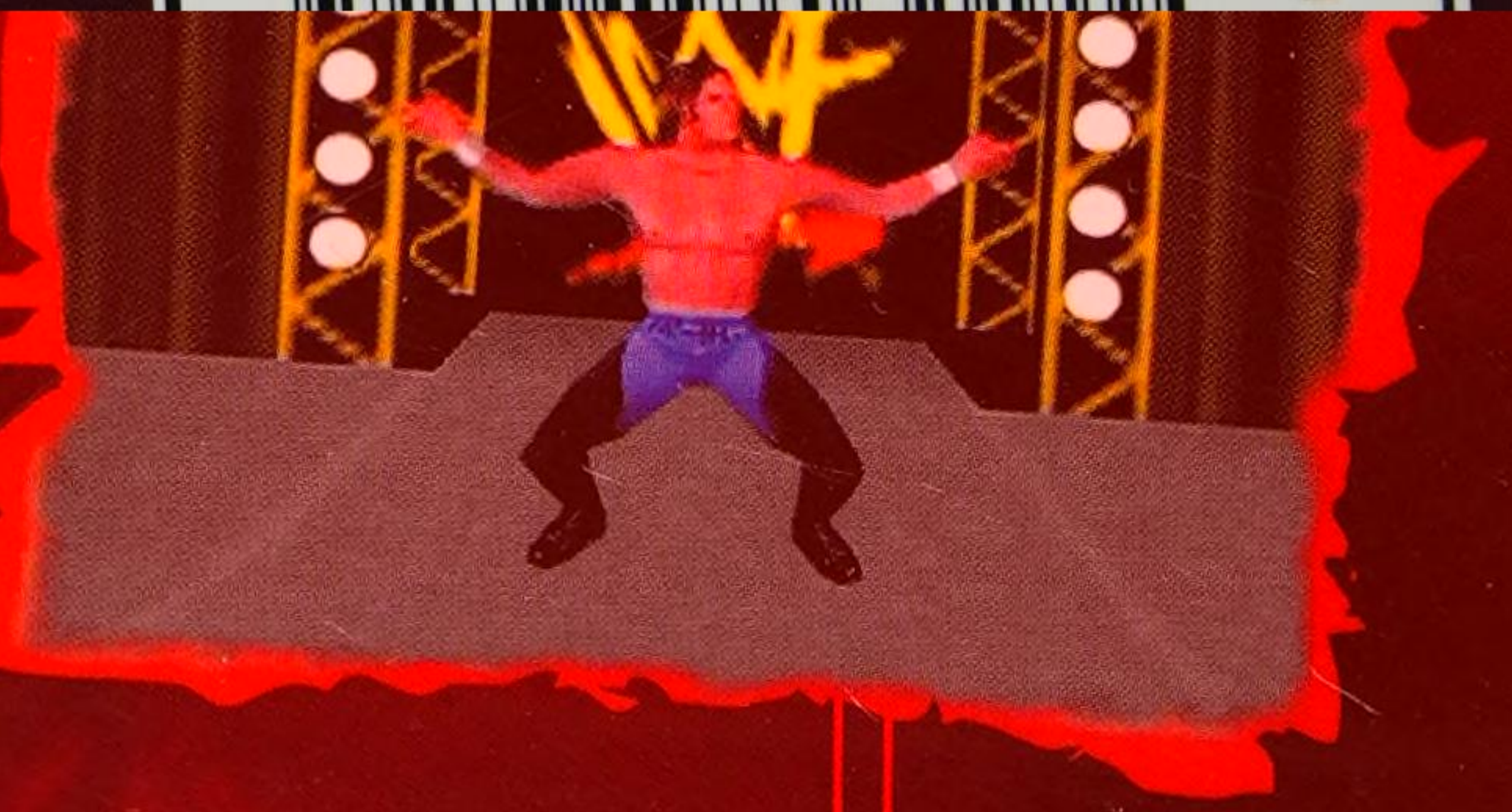P8-DDN-928